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GO WORLD

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The Kiseido Go Server (KGS), written and maintained by William Shubert in Portland, Oregon, is now up and running, and we at Kiseido would like to invite you to visit it, explore it, and perhaps play some games on it.

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We at Kiseido hope to meet you on the Kiseido Go Server at:

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The cover. A water color by Seikan. Late 19th century. Two old men playing on a go board fashioned from the top of a flat rock, a convention in pictures that conjures up images of Immortals. See *Japanese Prints and the World of Go* for William Pinckard's essay on the Immortals.

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Note: Japanese, Chinese, and Korean names are given with the family name first. The Pinyin romanization system is used for mainland Chinese names.

Go World News

April~July 2000

by John Power

International

Japan finally puts an end to losing streak in Japan-China Tengen play-offs

Kobayashi Koichi Tengen took revenge on Chang Hao Tianyuan of China and at the same time finally put an end to a dismal eight-year losing streak in the annual play-offs between the Japanese Tengen and the Chinese Tianyuan.

Last year the match was played in China, and Kobayashi suffered an upset loss in the first game when he failed to add a reinforcement inside a large group after the dame were filled. He then lost the series 1-2, giving China its eighth successive victory in these play-offs. Until Kobayashi's win in the second game, Japan had also lost 15 games in a row.

Both Chang and Kobayashi defended their titles last year, so the 13th play-off, held at the Keio Plaza Hotel in Sapporo, was a rematch. In his speech at the opening ceremony, Kobayashi commented that he expected to do better this time, as he was on home ground (he hails from Asahikawa City in Hokkaido). That's the way it turned out. After Black won both the first two games, the *nigiri* perhaps became the key to the third one. Kobayashi won this and won the game.

Japan has now won five of these play-offs to China's eight.

The results:

Game 1 (10 May). Kobayashi (B) by resig.

Game 2 (12 May). Chang (B) by resig.

Game 3 (13 May). Kobayashi (B) by resig.

13th Fujitsu Cup Final: China vs. Korea

With the world's top players competing, every pairing in an international tournament like this is full of interest, but perhaps the greatest attention was paid to the Fujitsu Cup debut of Rui Naiwei, the world's top

woman player, who was representing Korea. In the first round, she lived up to expectations, defeating one of Japan's top players, Hikosaka Naoto. However, she lost to Kobayashi Satoru of Japan in the second round, and so was eliminated — probably to the relief of the other players.

The other big news from the opening rounds was the loss dealt to Lee Chang-ho, always the favourite in any tournament in which he appears, at the hands of Zhou Heyang 8-dan, who has recently risen to the number two place in the Chinese ratings table.

There were many other interesting encounters — the full results are given below — but in general the honours in the first two rounds were evenly divided between China and Korea, which each got three players into the quarterfinals. The bright spot for Japan was the emergence of a new star, the 20-year old Cho U (actually born in Taiwan), who defeated Ma Xiaochun of China. However, in the quarterfinals Cho U was eliminated by Korea's Mok Jin-seuk, who was born on the same day as Cho (20 January 1980). This is the first time we've heard of players of exactly the same age meeting in an international tournament.

The final, scheduled for 12 August (after we go to press), ended up as a Korea-China pairing for the third year in a row. In the 11th Cup, Lee Chang-ho beat Chang Hao and last year Yoo Chang-hyuk beat Ma. China will be hoping that Chang Hao can turn things around this year, but his opponent, Cho Hun-hyun, is perhaps the wiliest player on the international scene.

Full results:

Round 1 (8 April). Zhou Heyang 8-dan (China) (B) defeated Fernando Aguilar ama. 6-dan (South America) by resignation, Yu Bin 9-dan (China) (W) d. Moriyama Naoki 9-dan (Japan) by resig., Cho U 6-dan (Japan)



O Rissei is besieged by reporters after winning the Chunlan Cup.

(W) d. Rob van Zeijst ama. 7-dan (Europe) by resig., Rui Naiwei 9-dan (Korea) (B) d. Hikosaka Naoto 9-dan (Japan) by 4½, Mok Jin-seuk 5-dan (Korea) (W) d. Ding Wei 7-dan (China) by resig., Choi Myung-hoon 7-dan (Korea) (W) d. Michael Redmond 8-dan (Japan) by 9½, Liu Xiaoguang 9-dan (China) (W) d. Jimmy Cha 4-dan (USA) by 5½, Cho Hun-hyun 9-dan (Korea) (B) d. Chou Chün-hsün 9-dan (Zhou Junxun, Chinese Taipei) by resig.

Round 2 (10 April). Kobayashi Satoru 9-dan (Japan) (W) d. Rui Naiwei (Korea) by 1½, Cho Hun-hyun (Korea) (B) d. Cho Chikun 9-dan (Japan) by resig., Mok Jin-seuk (Korea) (B) d. Cho Sonjin 9-dan (Japan) by resig., Liu Xiaoguang (China) (B) d. Takemiya Masaki 9-dan (Japan) by 9½, Cho U (Japan) (B) d. Ma Xiaochun 9-dan (China) by 2½, Chang Hao 9-dan (China) (W) d. Choi Myung-hoon (Korea) by 7½, Yoo Chang-hyuk 9-dan Korea (W) d. Yu Bin (China) by resig., Zhou Heyang 8-dan (China) (B) d. Lee Chang-ho 9-dan (Korea) by 1½.

Quarterfinals (Kyongju, Korea, 2 June). Kobayashi Satoru (Japan) (B) d. Liu Xiao-

guang 9-dan (China) by resig., Mok Jin-seuk 5-dan (Korea) (B) d. Cho U 6-dan (Japan) by 3½, Cho Hun-hyun 9-dan (Korea) (B) d. Zhou Heyang 8-dan (China) by resig., Chang Hao 9-dan (China) (B) d. Yoo Chang-hyuk 9-dan (Korea) by ½.

Semifinals (Osaka, 1 July). Chang Hao (W) d. Kobayashi by resig., Cho Hun-hyun (W) d. Mok by resig.

O Rissei wins 2nd Chunlan Cup

O Rissei has won his second world championship by defeating China's Ma Xiaochun 9-dan 2-1 in the final of the 2nd Chunlan Cup. All games went to Black in the final, and the third game was decided by a half-point margin. For the second year in a row, Chinese fans were disappointed when a local player failed to win the only Chinese-sponsored international tournament.

O Rissei also won the 2nd LG Cup, so this is his second world championship. He is clearly maintaining the good form that secured him the Kisei title earlier this year.

Results from quarterfinals on:

Quarterfinals (Shanghai, 28 May). Ma Xiaochun 9-dan (China) beat Zhou Heyang

8-dan (China), Yoda Norimoto 9-dan (Japan) (B) d. Peng Qua 3-dan (China) by resig., Kong Jie 5-dan d. Cho Hun-hyun 9-dan (Korea), O Rissei 9-dan (Japan) (B) d. Chang Hao 9-dan (China) by 5½. (We don't have full details for all the games).

Semifinals (19 May, Chongqing City, Sichuan Province). Ma Xiaochun 9-dan (B) (China) d. Yoda Norimoto 9-dan (Japan) by resig., O Rissei 9-dan (B) (Japan) d. Kong Jie 5-dan (China) by resig.

Final (held in Nanjing)

Game 1 (18 June). Ma (B) by 4½ points.

Game 3 (20 June). O (B) by resignation.

Game 3 (22 June). O (B) by ½ point.

The playoff for 3rd place was held on 18 June. Kong Jie 5-dan (B) defeated Yoda Norimoto 9-dan by resignation.

Incidentally, Yoda Norimoto caused a stir at the party held on the eve of the quarter-finals. He said that if he couldn't win one of the three international tournaments being held around this time, the Chunlan, Ing and LG Cups, he might stop playing in international tournaments. He has been eliminated from all three, so Japan will have to hope he is not as good as his word.

4th Ing Cup: O Meien stars for Japan, but Lee Chang-ho the favourite

The opening rounds of the 4th Ing Cup were held in Shanghai at the end of April and the beginning of May. Participation in this tournament is by invitation, which accounts for some differences from the usual line-up in recent international tournaments.

From Japan's point of view, the star so far has been O Meien 9-dan, who is enjoying marvellous form this year. He had just become the Honinbo challenger and the previous week he had taken the lead in the Meijin league; in the Ing Cup, he defeated two former world champions, Cho Hun-hyun of Korea and Ma Xiaochun of China. This performance shows that he must be given a chance of winning the cup, but the favourite must be, as always, Lee Chang-ho, who will be looking to fill a gap in his portfolio. China's Chang Hao, whom O plays next, is also a strong contender.

Rui Naiwei and her husband, Jiang Zhujiu, played for Korea, but unfortunately both lost in the first round.

Results of opening rounds:

Round 1 (30 April). Choi Myung-hun (Korea) d. Cao Dayuan (China), Chang Hao (China) d. Jiang Zhujiu (Korea), O Meien (Japan) d. Yang Jaeho (Korea), Awaji Shuzo (Japan) d. Chou Chün-hsün (Zhou Junxun, (Chinese Taipei), Otake Hideo (Japan) d. Catalin Taranu (Japan*), Yu Bin (China) d. Seo Bong-soo (Korea), Shao Weigang (China) d. Rui Naiwei (Korea), O Rissei (Japan) d. Liu Xiaoguang (China).

Round 2 (2 May). Rin Kaiho (Japan) d. Choi Myung-hoon (Korea), Chang Hao (China) d. Takemiya Masaki (Japan), O Meien d. Cho Hun-hyun (Korea), Ma Xiaochun (China) d. Awaji (Japan), Otake (Japan) d. Yoo Chang-hyuk (Korea), Yu Bin (China) d. Cho Chikun (Japan), Yoda Norimoto (Japan) d. Shao Weigang (China), Lee Chang-ho (Korea) d. O Rissei (Japan).

Quarterfinals (4 May). Chang Hao (China) d. Rin (Japan), O Meien (Japan) d. Ma (China), Yu Bin (China) d. Otake (Japan), Lee Chang-ho (Korea) d. Yoda (Japan).

Semifinal pairings: Chang Hao vs. O Meien, Yu Bin vs. Lee Chang-ho.

The semifinals are best-of-three and the final is best-of-five.

Ing rules

This tournament is known for its first prize of \$400,000, the biggest in go, but it is also known for its unusual rules. The komi is 7½ points, the largest in professional play. The time allowance is three and a half hours each. If you use up this time, you must buy an extension of 35 minutes for two points komi. The maximum is three extensions, which would cost you six points. After that, you lose on time.

* Given in the tournament chart as representing Japan, not Europe.

World champions

This is a complete listing of the winners of the seven international tournaments open to participation by Japanese, Chinese and Korean players (plus others in most cases). The seven are: Ing Cup, Fujitsu Cup, Tong Yang Securities Cup (discontinued), TV Asia Cup, LG Cup, Samsung Cup and Chunlan Cup. The total titles covered here is 44 — the first two terms of the Tong Yang Securities Cup and the three IBM Cups are not included, as they had very limited international participation.

The first figure is the number of different tournaments won, with the total won in brackets. Titles won are then listed.

5 (13): Lee Chang-ho: Fujitsu x 2, TV Asia x 2, Tong Yang x 4, Samsung x 3, LG x 2

5 (6): Cho Hun-hyun: Ing, Fujitsu, TV Asia, Tong Yang x 2, Chunlan

2 (6): Takemiya: Fujitsu x 2, TV Asia x 4

2 (4): Yoda: TV Asia x 3, Samsung

2 (3): Yoo Chang-hyuk: Fujitsu x 2, Ing

2: Otake: Fujitsu, TV Asia

2: Ma: Fujitsu, Tong Yang

2: Yu Bin: TV Asia, LG

2: O Rissei: LG, Chunlan

1: Seo: Ing

1: Cho Chikun: Fujitsu

1: Rin Kaiho: Fujitsu

1: Kobayashi Koichi: Fujitsu

Korea has won 23, Japan 17, and China 4. China's tally is surprisingly small and doesn't accord with its image. The explanation is that most of its international success has come in two-way tournaments with Japan.

Yu Bin wins 4th LG Cup

Yu Bin 9-dan of China has scored his first victory in a full-scale international tournament (he won the 9th TV Asia Cup in 1997), defeating Yoo Chang-hyuk 9-dan of Korea 3-1 in the final of the 4th LG Cup: The World King of Baduk Championship, a Korean-sponsored international tournament. Yu has been a member of the top group in China for a decade now, but this is his first big success. His win helped take him up to 4th place in the Chinese rating list from 7th

at the beginning of the year. Incidentally, he is the third player to take 2nd place in a World Amateur Go Championship and subsequently win a professional world championship — the others were his opponent in the LG Cup, Yoo, and Ma Xiaochun.

The results:

Game 1 (29 Feb.). Yu (B) by 4½.

Game 2 (2 March). Yoo (B) by resig.

Game 3 (8 May). Yu (B) by resig.

Game 4 (10 May). Yu (W) by 5½.

5th LG Cup begins

The first two rounds of the 5th LG Cup were held in Seoul on 13 and 15 June. Reaching the quarterfinals are five Korean representatives, two Chinese and one Japanese. One of the Korean representatives is Rui Naiwei, playing in her third international tournament for her adopted country. Another player worthy of note is the 17-year-old Lee Se-dol 3-dan of Korea, who beat one of China's top players, Chang Hao 9-dan.

Below are selected results from the opening rounds.

Round 1. Seo Bong-soo (Korea) defeated Michael Redmond 8-dan (North America), Yang Kong 5-dan (Korea) d. Yoda Norimoto 9-dan (Japan), Rui Naiwei 9-dan (Korea) d. Kobayashi Satoru 9-dan (Japan), Lee Se-dol 3-dan (Korea) d. Catalin Taranu 4-dan (Europe).

Round 2. Seo d. Yu Bin 9-dan (China), O Rissei 9-dan (Japan) d. Yang 5-dan, Rui Naiwei d. Shao Weigang 9-dan (China), Zhou Heyang 8-dan (China) d. Yoo Chang-hyuk 9-dan (Korea), Cho Hun-hyun 9-dan (Korea) d. Cho Chikun 9-dan (Japan), Lee Chang-ho 9-dan (Korea) d. Hikosaka Naoto 9-dan (Japan), Lee Se-dol 3-dan (Korea) d. Chang Hao 9-dan (China).

Pairings in the quarterfinals, scheduled to be played in Paris on 14 November, are:

Seo vs. O Rissei, Rui vs. Zhou, Cho Hun-hyun vs. Lee Chang-ho, Lee Se-dol vs. Ma Xiaochun.

Cho Hun-hyun wins TV Asia Cup

The final of the 12th TV Asia Championship, held on 31 May, was an all-Korean affair, pitting Cho Hun-hyun against his formidable disciple Lee Chang-ho. At one time, Cho did quite badly against Lee, losing all his titles to him in the early and mid-90s, but in the latter part of the 90s he made a recovery, regaining some of his titles and improving his personal record against Lee.

Before this final, the two had played 259 games, which is probably a record for any two players (a possible rival pairing is Cho Hun-hyun vs. Seo Bong-soo, but we don't have up-to-date figures), and of these Lee had won 156 games to Cho's 103. However, they haven't played each other much recently. Last year they met just three times and Cho was the victor twice. The reason why they are playing fewer games nowadays is that other players have emerged who are title contenders.

This final was actually their first game this year. Lee seemed to have a reasonable game, but he made a strategic mistake in the late middle game and the wily Cho took the lead, eventually winning by $4\frac{1}{2}$ points (playing white).

This is Cho's first victory in the TV Asia Cup. He has also won the Fujitsu Cup, the Ing Cup, the Tong Yang Securities Cup, and the Chunlan Cup, so in international go his results are second only to Lee's (Lee is the only other player to have won five different world championships, but his overall tally is 13 to Cho's 6).

Incidentally, this is only the fourth time a non-Japanese player has won this tournament — the next-best for Japan is the Fujitsu Cup, in which it has won six out of 12.

Results:

First round. Lee Chang-ho (Korea) beat Luo Xianhe (China), Cho Hun-hyun (Korea) beat Ryu Shikun (Japan), Ding Wei (China) beat Imamura Toshiya (Japan).

Second round. Lee Chang-ho beat Yoda Norimoto (Japan), Cho Hun-hyun (Korea) beat Ding Wei.

Honours shared in the Japan-China Super Go

Making his first appearance in the Japan-China Super Go since the format changed to best-of-three play-offs between three representatives of each country (perhaps his first ever — we can't recall his playing in the team matches), Cho Chikun showed his class, decisively defeating the Chinese representative Shao Weigang 9-dan. Cho does not usually play up to his full potential in international tournaments, with their short time limits, but he had no trouble disposing of Shao. Their match, between the NEC Champions of the two countries, was the highlight of the Super Go, but China shared the honours by taking the other two matches, between the NEC New Stars tournament winners of each country and between two women players.

This is the fourth year since the Super Go changed to the new format. For the first 11 series, it was a team match, and China won seven. Under the new format, Japan has won three out of four in the NEC Champions play-offs, and China has won five out of eight in the other play-offs. That makes the honours even at 6–6 to date, so Japan is doing much better than in the team matches.

The NEC New Stars matched Takao Shinji 6-dan of Japan and Xu Shuxiang 5-dan of China while the women's playoff matched Chinen Kaori 3-dan and Li Chunhua 4-dan of China. Both matches were won by the Chinese side 2–1.

The best-of-three play-offs were held in Shanghai on 16, 17, and 18 May.

Full results:

NEC Champions play-off

Game 1. Cho Chikun 9-dan (W) defeated Shao Weigang 9-dan by resignation.

Game 2. Cho (B) d. Shao by resignation.

NEC New Stars play-off

Game 1. Xu Shuxiang 5-dan (B) d. Takao Shinji 6-dan (Japan) by resignation.

Game 2. Takao (B) d. Xu by $6\frac{1}{2}$ points.

Game 3. Xu (W) d. Takao by $1\frac{1}{2}$ points.

Women's play-off

Game 1. Chinen Kaori 3-dan (B) d. Li Chunhua 4-dan by resig.

Game 2. Li (B) d. Chinen by resig.
Game 3. Li (W) d. Chinen by resig.

Japan wins 22nd WAGC

The 22nd JAL Cup World Amateur Go Championship was held in Sendai, Miyagi Prefecture, 300 km north of Tokyo, from 19 to 22 June. After two disappointing second places finishes, in 1997 and 1999, Sakai Hideyuki made no mistake this time. He beat his main rivals on the second and third days of the tournament and maintained a clean slate right to the end to score an unambiguous victory. The clash with his main rival, the 14-year-old Zhou Zhenyu of China, came unexpectedly early, in the 4th round. Zhou is actually a professional shodan — last year the rules of the Chinese amateur championship were changed to allow professional shodans under 15 to participate. Zhou and another pro shodan took first and second places, beating Liu Jun, who has won two WAGCs, into third place. Taking white against Zhou, Sakai won their game by 3½ points. On the morning of the third day, he then scored a comfortable win over Hong Mal-Eun Saem, the 18-year-old Korean representative, besting him by 9½ points.

After the fifth round, only two players remained undefeated, the other one being another very promising youngster, Pak Ho-gil of DPR Korea. They were naturally paired in the sixth round. After winning this game, Sakai's last remaining obstacle was Chou P'ing-ch'iang of Chinese Taipei. Aged 18, Chou is the younger brother of Taiwan's top professional, Chou Chün-hsün. However, he was unable to halt Sakai's triumphal progress.

Winning the WAGC was Sakai's greatest ambition, so he must be very satisfied with the result of his third attempt. As noted above, he played all the other top Asian countries and still scored a perfect record, so this was a very solid victory. Probably his next target will be to match Imamura Fumiaki's tally of three WAGC victories. Incidentally, from this year the WAGC winner receives an amateur 8-dan diploma as one of his prizes (previously it was amateur 7-dan), but Sakai had just been promoted to 8-dan by the Nihon Ki-in anyway (see article be-

low).

The prize-winners are listed below. In contrast to last year, when every prize winner was Asian, three local products from European countries made the top eight.

- 1st: Sakai Hideyuki 8-dan (Japan) 8-0
- 2nd: Pak Ho-gil 5-dan (DPR Korea) 7-1
- 3rd: Hong Mal-Eun Saem 6-dan (Korea) 7-1
- 4th: Zhou Zhenyu 7-dan (China) 6-2
- 5th: Ng Say Boon 5-dan (Singapore) 6-2
- 6th: Geert Groenen 6-dan (Neth.) 6-2
- 7th: David Schoffel 6-dan (Ger.) 6-2
- 8th: Ion Florescu 6-dan (Romania) 6-2

The Asada Shizuo Prize for Fighting Spirit was awarded to Le May Duy of Vietnam.

News from Japan

Kobayashi defends Judan

In the third game of the 38th Judan title, played in Omachi City in Nagano Prefecture on 5 April, Kobayashi Koichi (W) defeated Nakano Hironari 9-dan by resignation after 248 moves, so he defended his Judan title 3-0. This was Kobayashi's first defence of the Judan title he won last year and his fifth Judan title overall. Kato holds the Judan record with seven titles, but Kobayashi is now in equal second place with Sakata Eio.

This was a disappointing title-match debut for Nakano; it's very hard to play your best when you are not accustomed to the pressure of a title match, and very few players are successful on their first challenge. Nakano will probably do better *if* he gets a second chance.

This was Kobayashi's 52nd title, which puts him in third place after Sakata's 64 and Cho's 60.

O Meien wins 55th Honinbo title

After the age of Cho Chikun drew to a (temporary?) close last year, we are now seeing a rapid turnover in the Honinbo title, with Cho Sonjin losing it after just one term. What hasn't changed, however, is that the title-holder is one of the overseas members of the Nihon Ki-in.



Birth of a new Honinbo: O Meien (left) defeats Cho Sonjin.

The new Honinbo is O Meien 9-dan, a 38-year-old Taiwanese player, who has reached the top after 23 years as a professional in Japan. Unusually for a winner of a top-three title, this is his first open title, but, judging by his superb form this year (he has the sole lead in the Meijin league and has reached the semifinals of the Ing Cup), it won't be his last.

O's challenge got off to a rocky start when he had to resign the first game on the first day after pulling out some stones in atari without realizing that he was caught in a ladder. The fact that the game was being played overseas must have made it all the more embarrassing, but O recovered quickly, evening the series in the second game and taking the lead in the third.

When the score was tied again at 2-2, it looked as if the series would go the full distance, but O then scored successive wins to take the title.

O fully deserved his victory. His play was full of fighting spirit and in particular he brought a breath of fresh air into the go world with his original and creative play in the fuseki. He is the 12th Honinbo of the

modern era and the second Taiwanese player to win the Honinbo title (after Rin Kaiho). He has long been popular with fans for his interesting and informative game commentaries on TV. O is one of the most articulate professionals — in his commentaries he speaks in perfectly formed sentences, dependent clauses and all. In fact, there are few Japanese players who can match him here.

The results:

Game 1 (24 May, Seoul). Cho Sonjin (B) by resig.

Game 2 (7, 8 June). O (B) by $\frac{1}{2}$.

Game 3 (21, 22 June). O (W) by $4\frac{1}{2}$.

Game 4 (28, 29 June). Cho (W) by resig.

Game 5 (4, 5 July). O (W) by $1\frac{1}{2}$.

Game 6 (17, 18 July). O (B) by $10\frac{1}{2}$.

55th Honinbo league

Depending on the results in the final round (3 April), there were eight possible results in the league, including various multiple ties, but, as it turned out, a 5-2 score was enough to secure victory for O Meien. Cho

Continued on page 39

The 43rd Kuksu Title Match

Rui Naiwei vs. Cho Hun-hyun

Up to now go has been like other (physical) sports — women were inferior and could not compete with men on equal terms at the top level. But now one female go professional is fiercely trying to prove this statement false. It is Rui Naiwei 9-dan, who isn't satisfied with being 'world's strongest female go player'; she is now making her challenge to become 'world's strongest go player'.

In early January Rui Naiwei surprised the go world by beating Lee Chang-ho to become challenger to the Kuksu title. Lee's style, often referred to as 'counting go', which is effective but often rather uneventful, was imitated by many professionals as Lee rose to and stood firmly at the top of the go world. That led to an increasing number of 'uninteresting' professional games, at least for amateurs, who usually admire 'power go'. Those fans were thirsting for more exciting games, but their wish hasn't been fulfilled for quite some time. Therefore, they felt grateful even for that single victory by Rui, which brought back to mind the idea they learned early in their go careers: 'A game is won by the player who has more points, but fighting is inevitable to achieve that!'

With her self-confidence in fighting, Rui is now paying a visit to the Kuksu title holder Cho Hun-hyun, who is also sometimes called 'the God of fighting'.

Interest in this match was extraordinary for various reasons. First, less than a year after starting tournament competition in Korea, Rui has become a challenger to a major title, moreover by overcoming strong opposition (Choi Kyu-byeong 9-dan, Kim Seung-jun 6-dan and finally Lee Chang-ho), so there was great curiosity about how far Rui could extend her winning streak. Second, it was a clash of two fighters, and there was the expectation — and in some cases even hope — that Cho would dispatch Rui, to prove that he was second to none as far as fighting was concerned. In fact there's a proverb that if players with similar styles meet, the slightly stronger player is even more favored due to that similarity. Next, there were people with the opin-

ion that the most traditional of the Korean titles shouldn't be in the hands of a foreign player.

But the greatest interest was generated by the clash of sexes, to see whether a woman could beat a man in a mind sport at the highest level. Because of that, the Korean Go Association building was crowded from early morning by reporters in quest of copy. They focused on Rui, who stated: 'I'm very happy for the chance to play Cho Kuksu, who is like a teacher to me. I'll try to do my best.' (She is referring to Cho as 'teacher', because Cho had studied in Japan under Segoe Kensaku, as did Go Seigen before him. And while Rui lived in Japan, she also studied under Go Seigen, so somehow Rui is like a 'student-niece' to Cho Hun-hyun)

The draw for colors led to Cho playing Black. When he opened with the first move on the upper right starpoint, history's first male-female challenge match had finally started. (About two years ago in Japan Aoki Kikuyo played in the final Shinjin-O match, but it was not an open title and the finalists were decided by a knockout tournament with the previous year's title holder only guaranteed a place in the tournament.)

Game One

Black: Cho Hun-hyun Kuksu

White: Rui Naiwei 9-dan

Komi: 5.5 points; **time:** 4 hours each.

Played at the Korean Go Association on January 17, 2000.

Figure 1 (1–39).

Cho plays quickly in the opening, but that hasn't always been the case. In recent years he doesn't use much of his time early in the game. Moreover, when playing black, he regularly plays the same opening pattern.

Recently Cho likes to play the mini-Chinese opening when White takes two starpoints; when White takes a 3–4 point, he plays an approach move.

Rui pincer at 6 to oppose Black's inten-

tion. The sequence to White 10 is the usual continuation. Cho then immediately invaded at the 3-3 point to probe White's answer.

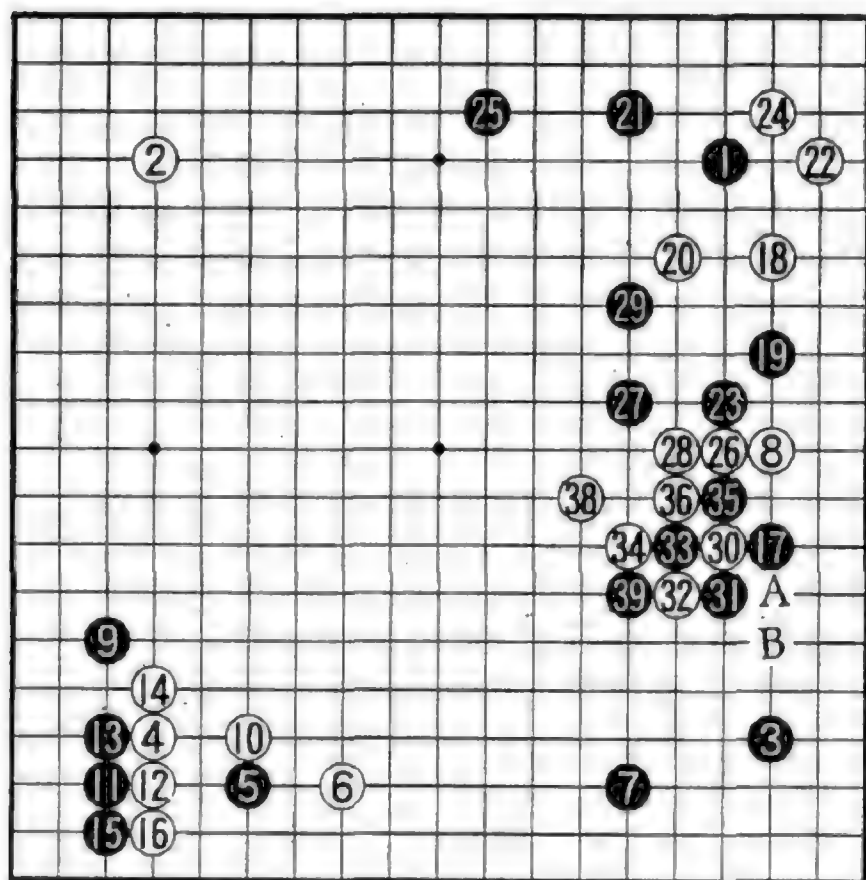
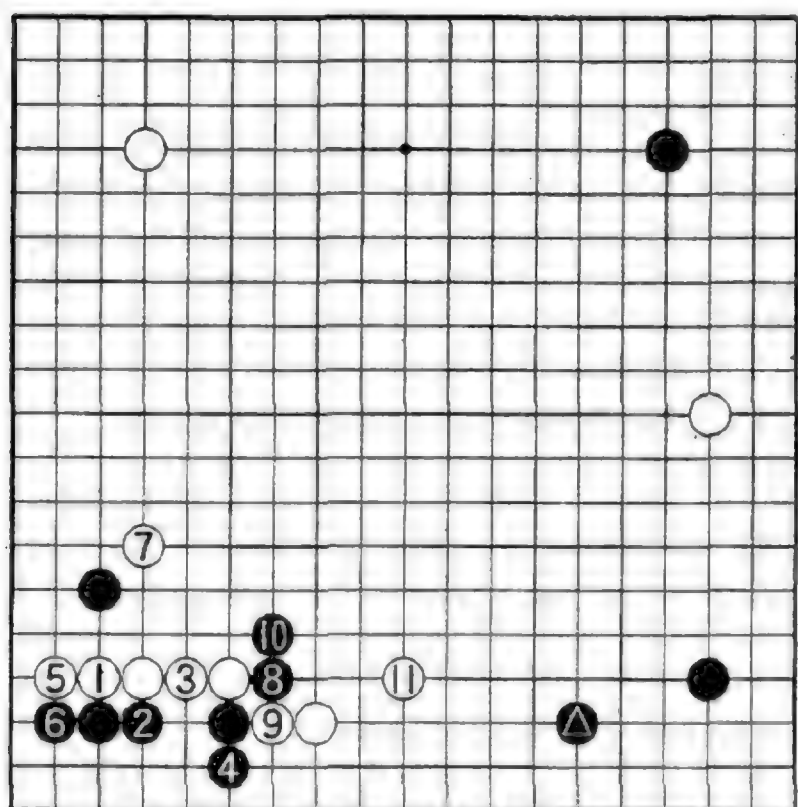


Figure 1 (1-39)

37: connects

White has two possibilities; one is to play as in *Dia. 1*. The moves up to White 11 could be expected, but the marked black stone is in an excellent position, so White will be unhappy with this result.



Dia. 1

White could also play elsewhere with 16 and extend to A, but White 16 is a thick way of playing.

Black 17 starts another familiar joseki. With 22 White could also play at 23, allowing Black to play 22. The loss in points by White 22 at 23 is compensated by the possibility of jumping in at B later.

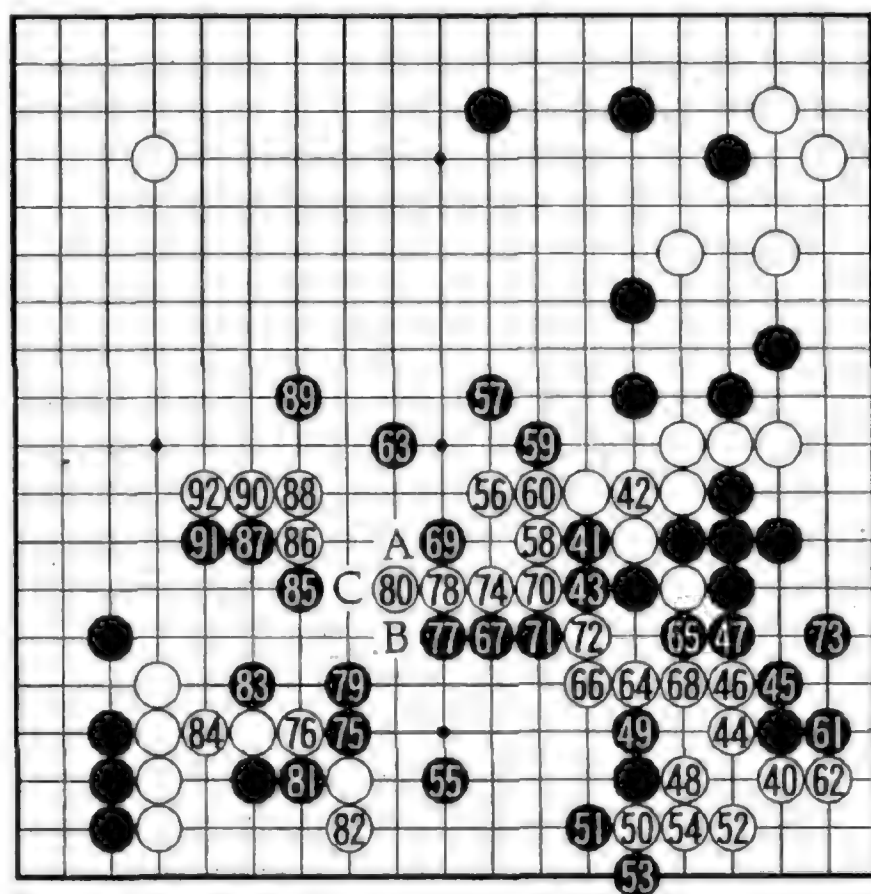
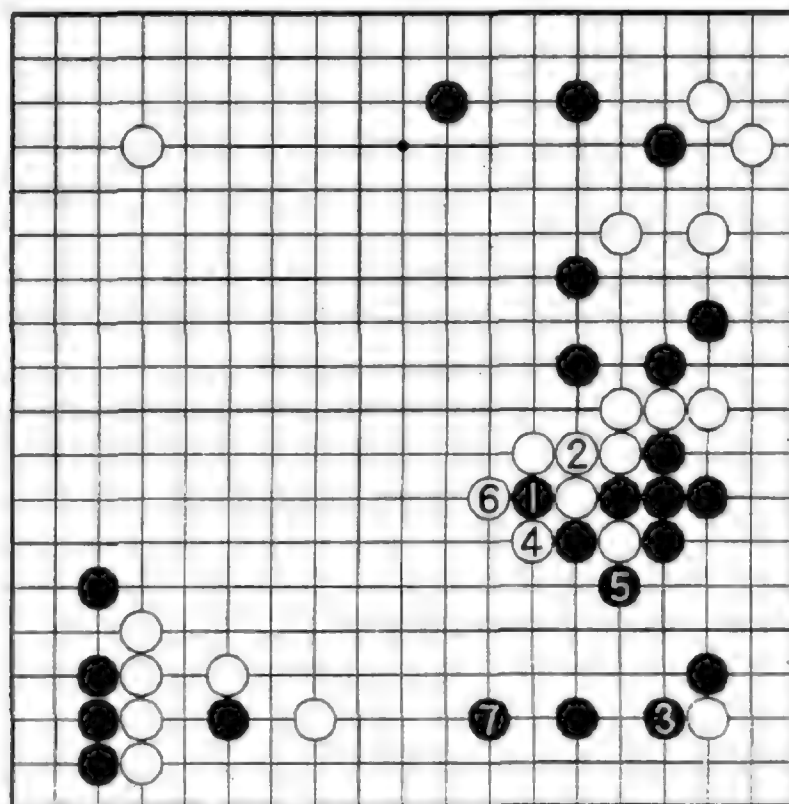


Figure 2 (40-92)

Figure 2 (40-92). *Cho's big mistake*

The game followed the expected pattern up to 39. White 40 probes Black's response in the corner. If Black's enclosure were the tighter small knight's one at 48, White would have played the usual atari at 43. But the one line difference of Black 7 is important to pros and has a direct relation to the balance of the game, so White tried for some variation.



Dia. 2

After some thought Cho played 41 and connected at 43. Perhaps he felt that answering in the corner wouldn't give a satisfactory result. As the white group had no chance to run away, Rui scraped out life in the corner. There might have been other ways to live, but

the sequence here was simple. After 54, Black would like to hane at 60, but White 59 follows and neither the double hane left of 59 nor the cut right of 59 promises a good result; it seems that Black should have answered the probe of 40 as in *Dia. 2*. With no fitting way to attack the right-side group, Black played 55 to protect the lower side and White jumped out into the center.

What about 64 and 66 in answer to Black 63? Wouldn't it be all right just to play A instead? That may be the first instinct, but Black would press again with 88, giving White a cramped feeling. A professional would rather play 64–68, keeping an eye on Black's weak points on the lower side.

Black now played 69, which could have become the losing move. At first glance it looks severe. There is an indescribable feeling of excitement when you can attack a group with such a move. But in this case only the feeling was good. When White pushed out at 74, Black was at a loss for an answer. Cho regretted Black 69 after the game, saying he should have played B instead. Even after the attachment of 75 Black was unable to block at 78. He had no choice but to give way with 77 and 79. White 80 was a little slow, however. Jumping to C would have made it harder for Black to find a suitable continuation. Yet, up to 92 White maintained a superior position.

As mentioned several times, Rui is a fighting player. Her style resembles players like Seo Neung-uk 9-dan, who fight for fighting's sake, in contrast to players like Yoo Chang-hyuk, who calmly modulate the pressure to rack up points. Players of the first group want to play the strongest move no matter who the opponent is or what the position. This is their strength as well as their weakness. Always trying to find the strongest move means that the slightest mistake can be fatal.

Figure 3 (93–119). A failed strike

Black feebly tried to encircle the white group with 93, but if White had just replied at the head of two stones with 97, Black's shape would have crumbled. The players in the pressroom were already asking if Rui was going to dispose of Cho as she did of Lee, but she played 94 followed by the cut of 96.

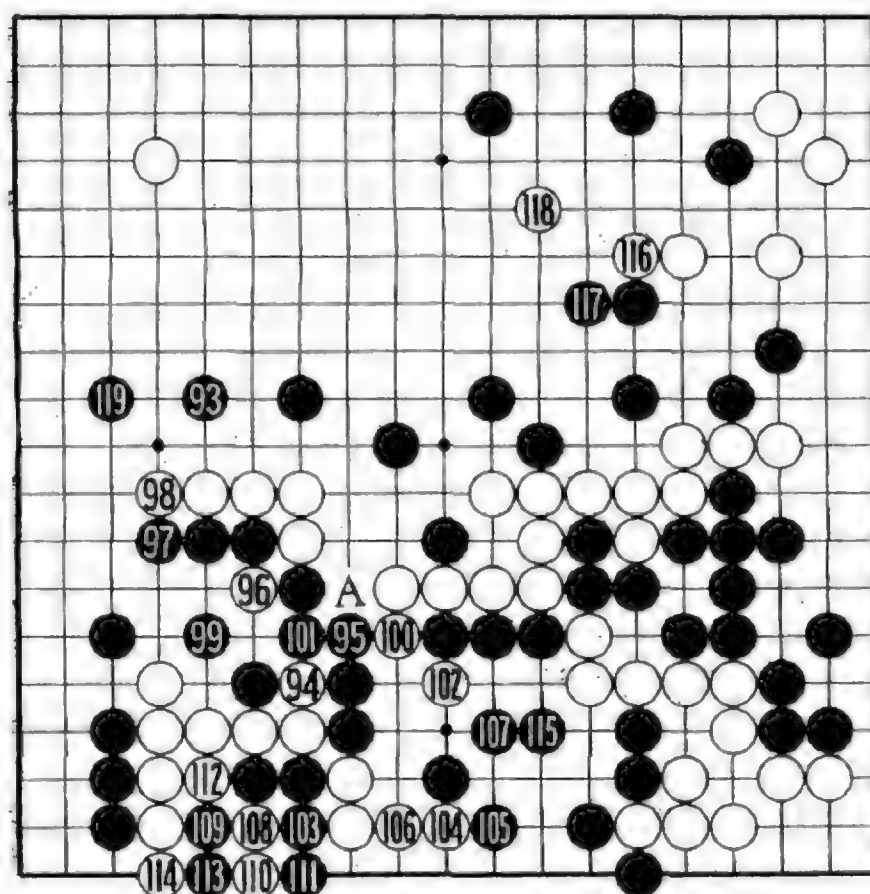
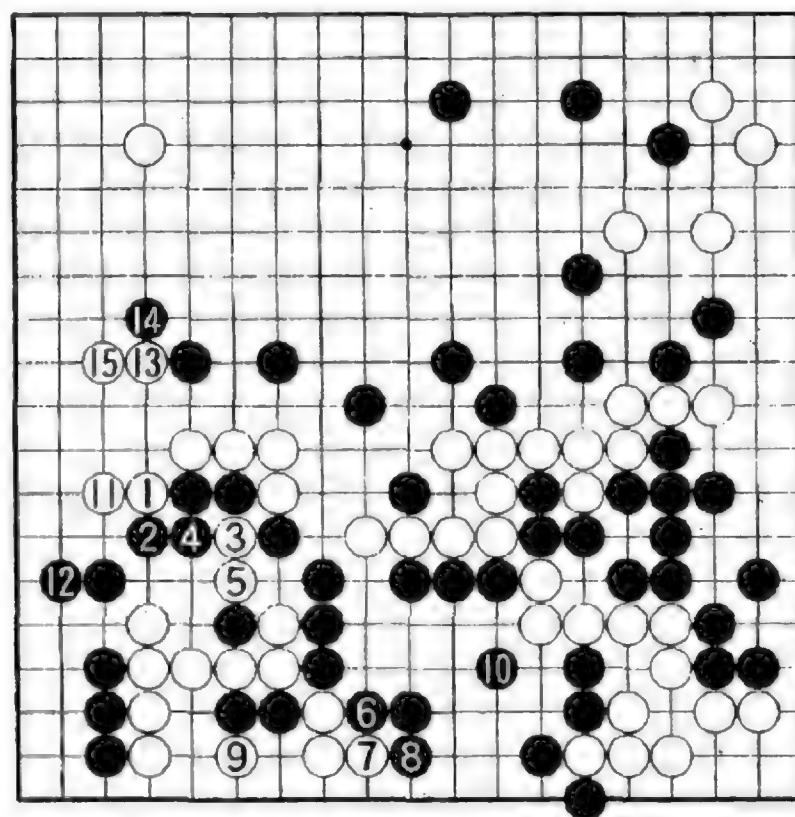


Figure 3 (93–119)



Dia. 3

Again, at first glance this looked severe and Black seemed to be in trouble, but when Black 99 hit the board, everybody knew that the cut of 96 had failed. Since Black A would be sente, 96 cannot be rescued. Therefore, White went after the three pivotal black stones with 100 and 102, but Black 103 was another superb move. Having to capture Black with 104–114 was painful for White. With 115 Black skillfully saved his three stones, so, instead of 96, White should have followed *Dia. 3* to keep the lead. Feeling that the game had become unfavorable for her, Rui split the right center with 116 and 118, but that was only after her formerly good position had been spoiled.

What strong players dislike most is to fail in an attack. This is usually not as fatal as failing in a defense, but it is hard to clean up afterward. Rui tried her best to deliver the *coup de grace* after Cho's mistake, but she lost her fighting spirit when her attempt ended in failure.

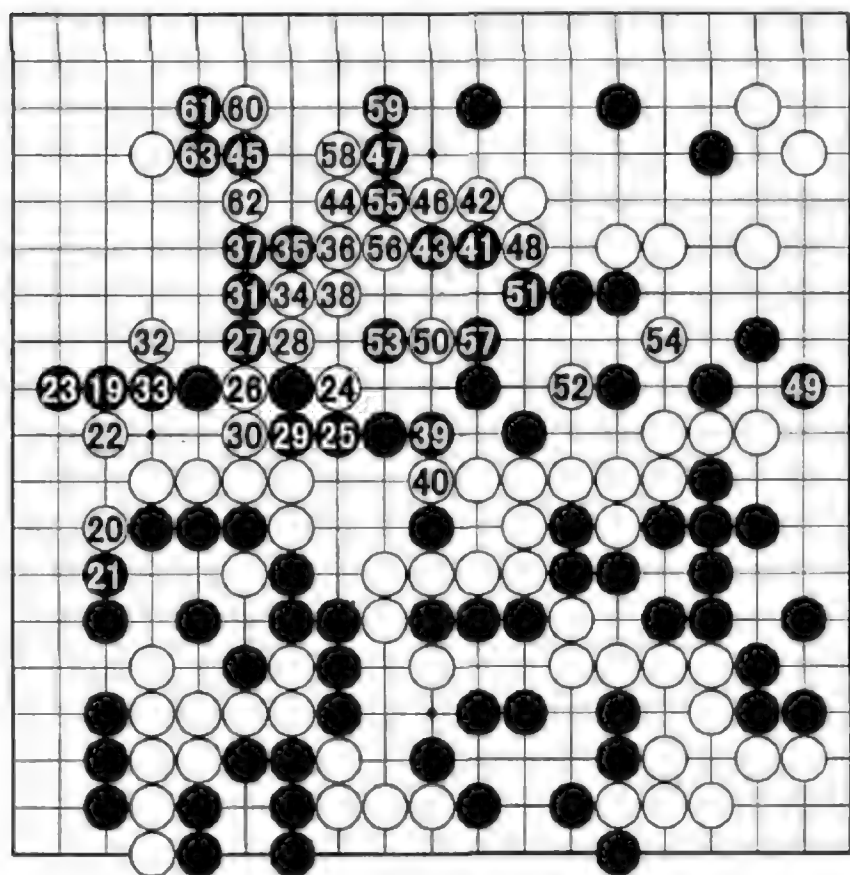
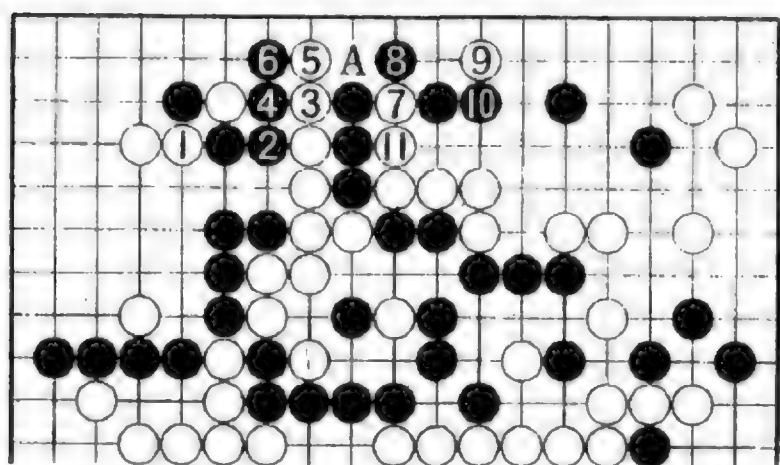


Figure 4 (119-163)

Figure 4 (119-163). A splendid upset

Even now (with 116 in Figure 3), if White exchanged 20 for 21 and then played 19, it would still be a long game. But it was already too late for such a calm decision. When Black got to play 19, the game had tilted in his favor.

It is not difficult to save the big white group, but for a pro's self esteem it is hard to tolerate just making two eyes. White wedges at 26 in a final attempt to counterattack. For the amateur spectators the fighting becomes interesting, but according to Baek Seong-ho 9-dan the game was already decided and Rui didn't have much hope in this fight.



Dia. 4

For those who are curious about what would happen if White played 62 at 63, it would be a big upset if the sequence continued to White 11 in *Dia. 4*, but actually Black 6 at A saves the day. Black 63 knocked the breath out of White and Rui finally resigned.

After the game ended, both players analyzed it for about 40 minutes, talking in Japanese, (Rui is not yet comfortable speaking Korean). They focused on the bottom and looked for a way for Black to block White 74, but couldn't find a good variation for Black.

White actually played well in this game, in fact it was only after White 96 that Black could turn the game around by a series of brilliant moves.

After 8 hours of fierce fighting Cho looked exhausted. When he stood up from his seat he sighed: 'Ooh! That was a tough game!'

163 moves, White resigned.

Translated by Franz-Josef Dickhut from an article by Ahn Byeong-jae in *Baduk* 361.

Game Two

Black: Rui Naiwei 9-dan

White: Cho Hun-hyun Kuksu

Komi: 5.5 points; 4 hours each

Played at the Korean Go Association on January 31, 2000.

The popularity of this Kuksu title match was tremendous. That was a little surprising, because usually the big international titles grab all the headlines and the national titles hardly get any space in comparison. To a great extent this is due to the 37-year-old Rui Naiwei, who has brought fresh excitement to the professional go scene. When Rui won the Women's Kuksu last year, it didn't earn her any special praise; it was considered only natural for a 9-dan, especially since she is the undisputed world's strongest female player. She received some applause when she won a prize for the highest winning percentage of all Korean players. But matters changed completely when she captured a big group of Lee Chang-ho's to become Kuksu-challenger. It was now conceivable that Korea's most traditional title would go to a Chinese player. The nation's go fans were in a turmoil. Cho was able to achieve victory in Game One by

attacking a weak group, but that victory was not without some very dangerous moments, as all the professionals analyzing the game pointed out. 'He's not out of the woods yet,' was the warning issued.

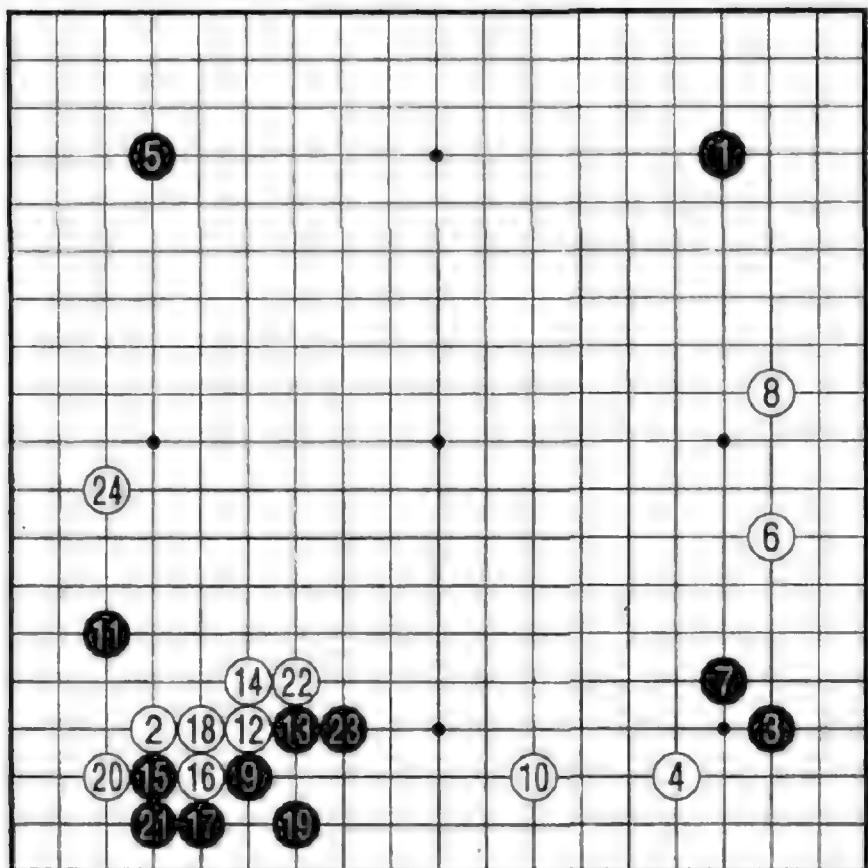
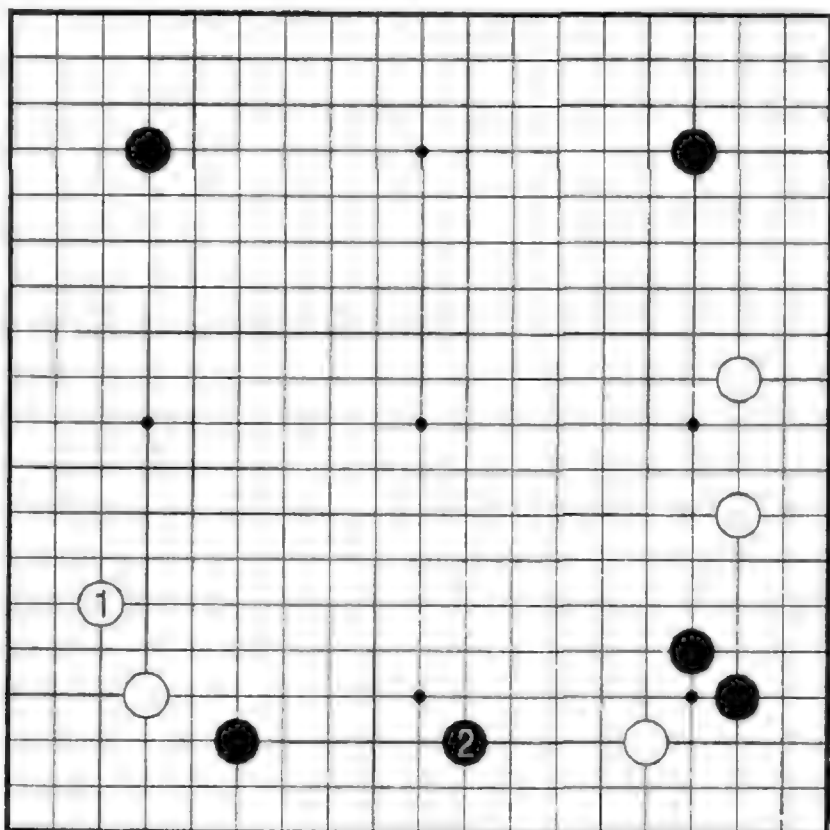


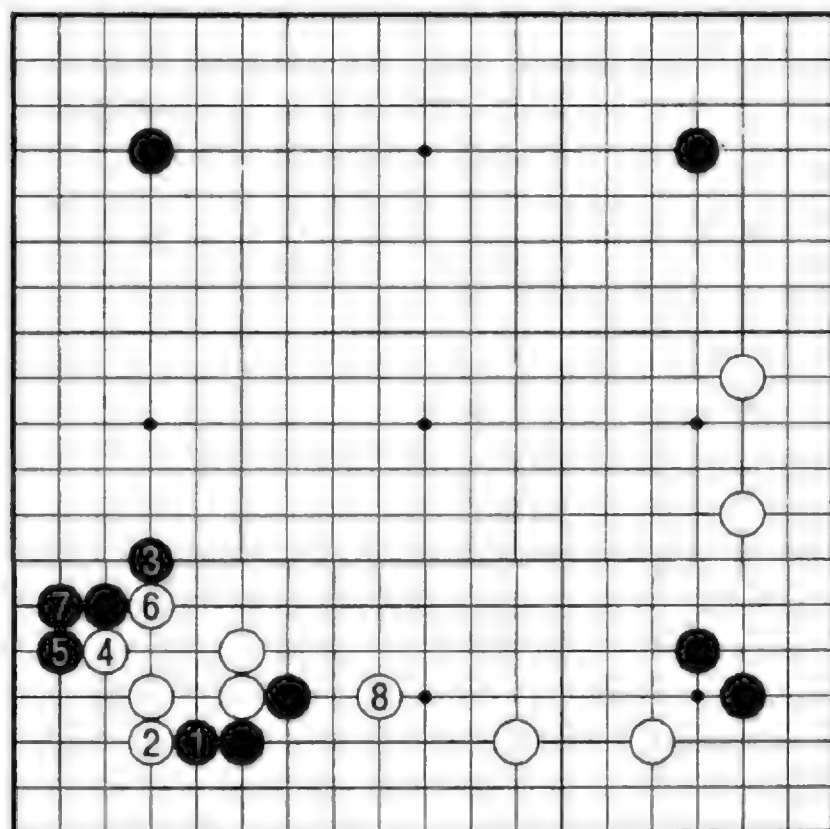
Figure 1 (1-24)

Figure 1 (1-24)

It's a frequent strategy of Cho's to leave an empty corner and try to create confusion with White 4. The continuation with 6 and 8 was already a favorite pattern of his when he returned to Korea from Japan. For all of his opponents this is the first thing they had to learn to deal with. Rui was well aware of this. In this game there was some clear evidence of confusion-prevention measures.



Dia. 1



Dia. 2

White 10 is correct. If White plays as in Dia. 1, Black 2 becomes a perfect (pincer plus extension) move. Black 15 is one example of a move that tries to avoid confusion. If Black plays as in Dia. 2, there is the possibility that White will diverge from the usual joseki and pincer with 8.

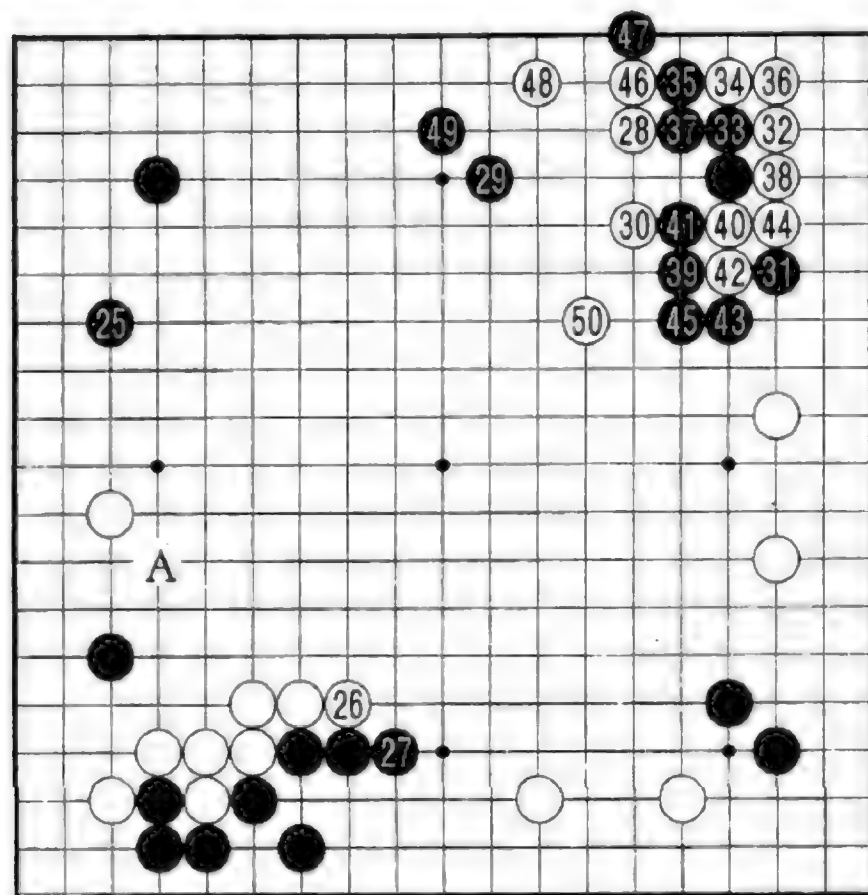


Figure 2 (25-50)

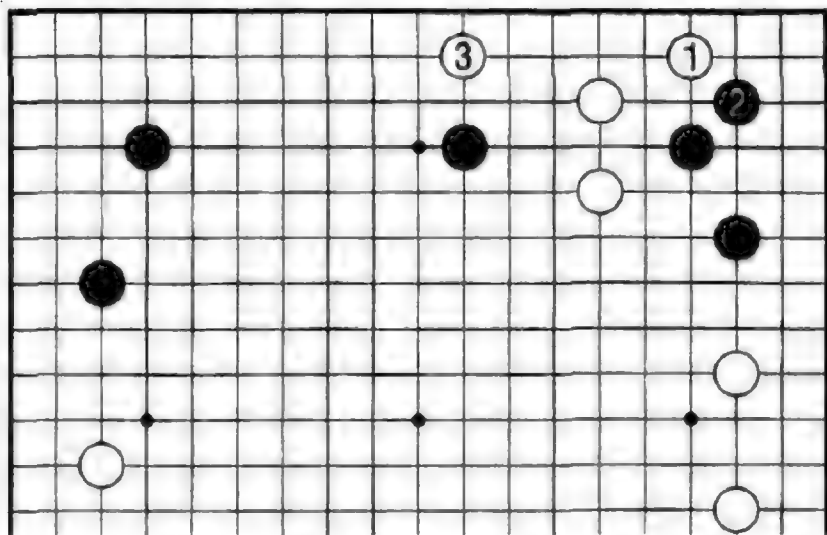
Figure 2 (25-50)

Rui became 9-dan in 1988 and her fighting ability was recognized when she made her way to the semifinal of the 1992 Ing Cup (in that tournament she achieved her first victory over Lee Chang-ho, who was 6-dan at that time). After her nearly decade-long odyssey to Japan and the USA, she finally was able to put down roots in Korea. With her impressive

record against the world's top players she was first nicknamed 'the Sorceress', which later changed to the more respectful 'the Iron Lady of Go'.

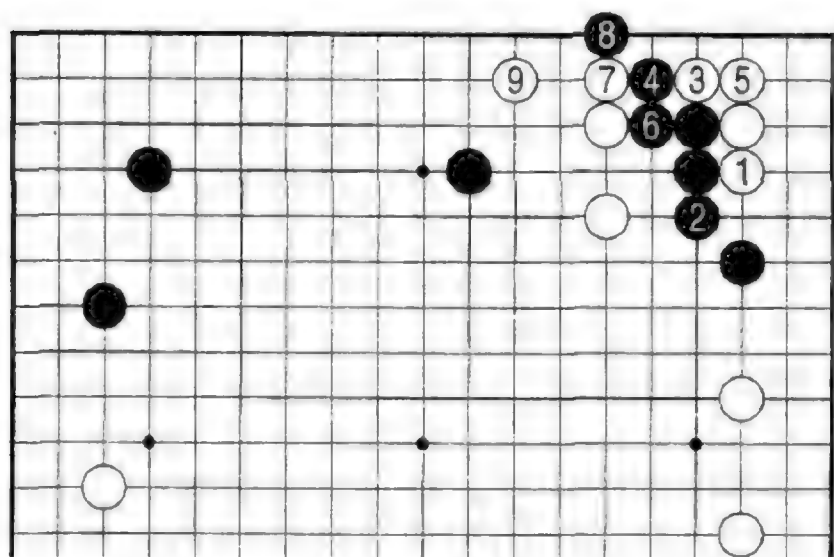
Black 25 is essential. Only when there's a stone in this area will moving out to A with the one black stone be effective.

The pincer of 29 also shows good sense.

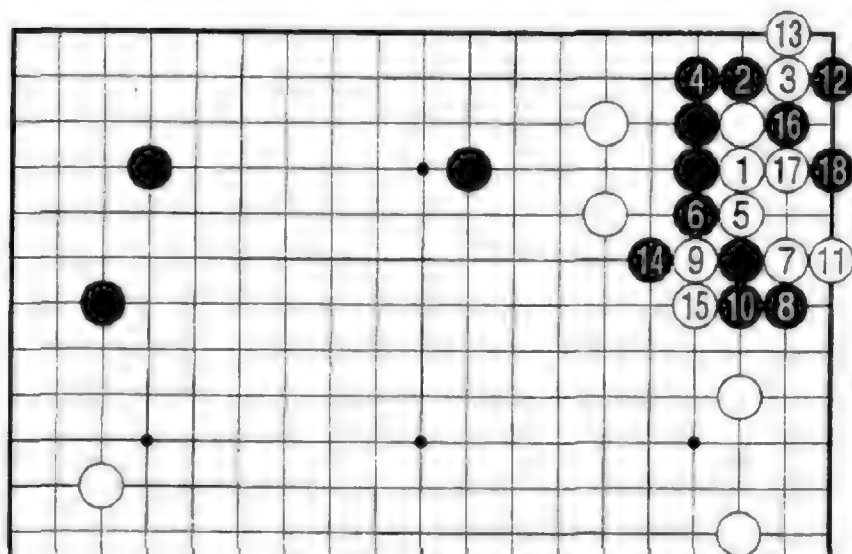


Dia. 3

White 32 is a vehement move. If White would like a leisurely game, he could play as in *Dia. 3*, but Cho doubts that he is able to catch up with Black's initial advantage by playing gently.



Dia. 4



Dia. 5

White 34 is an urgent move. White would like to play as in *Dia. 4*, but Black would likely counter with 2 in *Dia. 5*. White would be lost for an answer to the double hane of Black 8. If White tries to fight back with 9, the tesuji of Black 12 leads to a ko that White cannot bear to play. Calmly retreating with 39 keeps Black in the lead. Rui shows not the slightest fault in the early fighting.

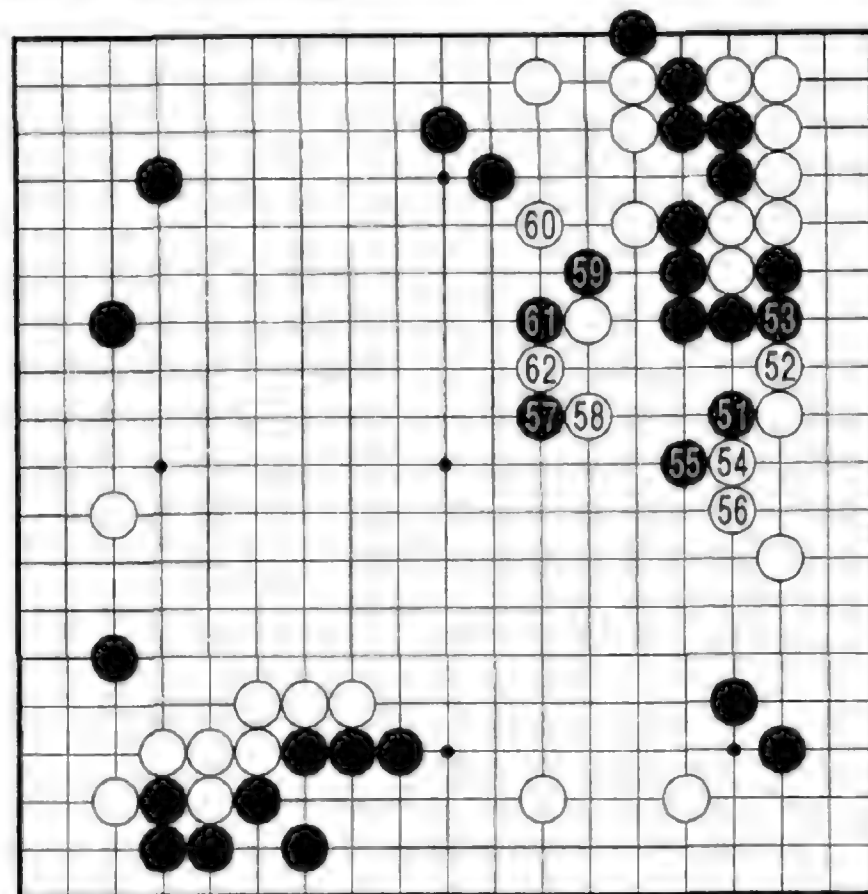
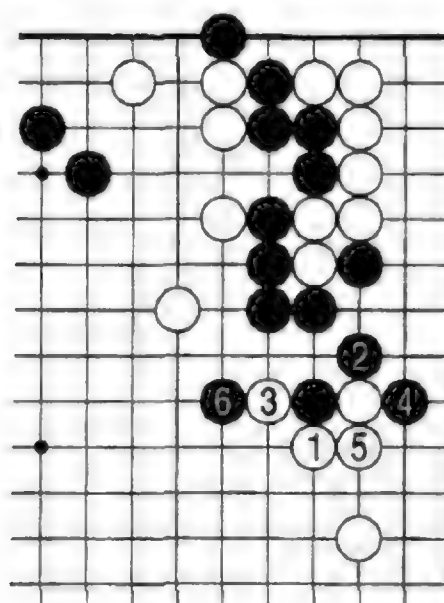


Figure 3 (51-62)

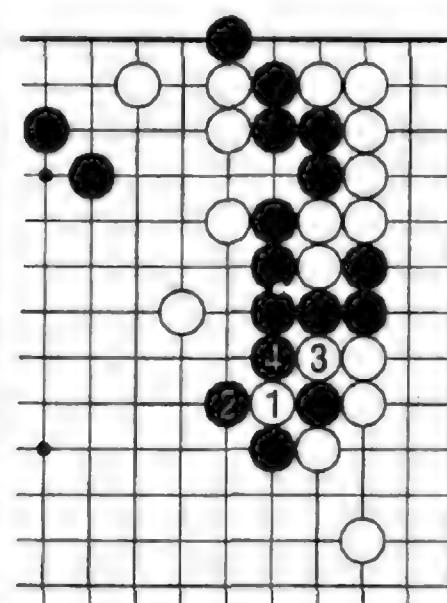
Figure 3 (51-62)

Black's upper right group is weak, and Cho rudely attacks it. Although Rui is a renowned fighter, Cho won the first game with his aggressive play.

Black 51 is an excellent way to look for a good rhythm of defense. White 52 loses some endgame points, but it's inevitable to take away Black's eye shape. If White just played *Dia. 6*, Black would force with 2 and 4, then attach at 6, giving White a painful result.



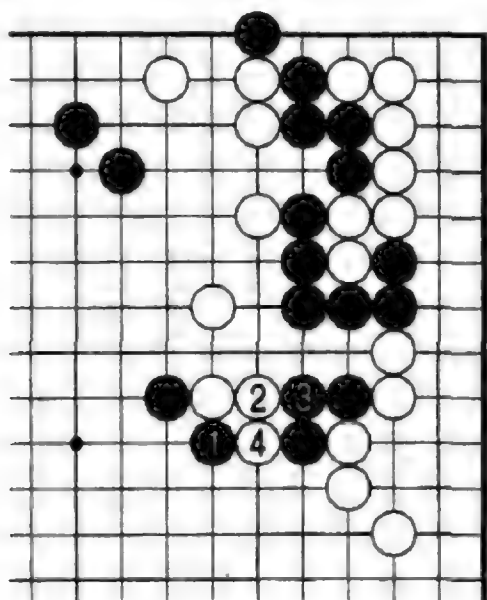
Dia. 6



Dia. 7

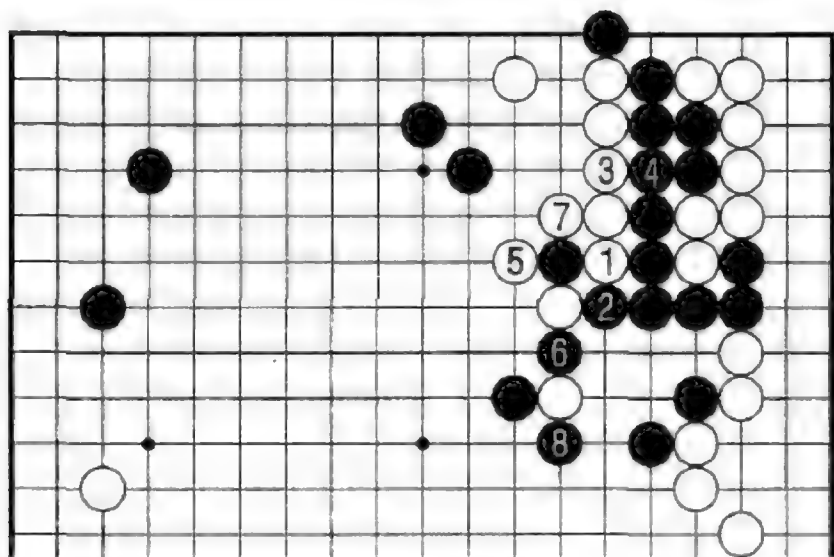
White 56 is the proper move. *Dia. 7* would just help Black.

Black 57 astonished the observers — it's a bit irregular, but it's a nice move, actually the best one in this situation.



Dia. 8

Cho must have felt that Rui was teasing him, and answered with 58. Then Black 59 appeared — the perfect move and perfectly timed. Black couldn't play as in *Dia. 8* because White would simply walk through her position with 2 and 4. Black 59 was a timely rebuke to White's attempt.



Dia. 9

After a short pause Cho played 60 — a wise way to handle this position. If he directly played as in *Dia. 9*, both sides would capture one stone, but Black would definitely have the better end of this exchange. White was of course thinking about 62 even before he played 60. With each move there was an uproar in the pressroom. The last few moves literally gave the impression of a clash of Titans. This time the power of Cho's closely attached stones could be felt and Rui had to catch her breath.

Figure 4 (63–100)

After the sente sequence of 63 to 68, Black 69 was correct. Rui didn't make the slightest misstep in this situation.

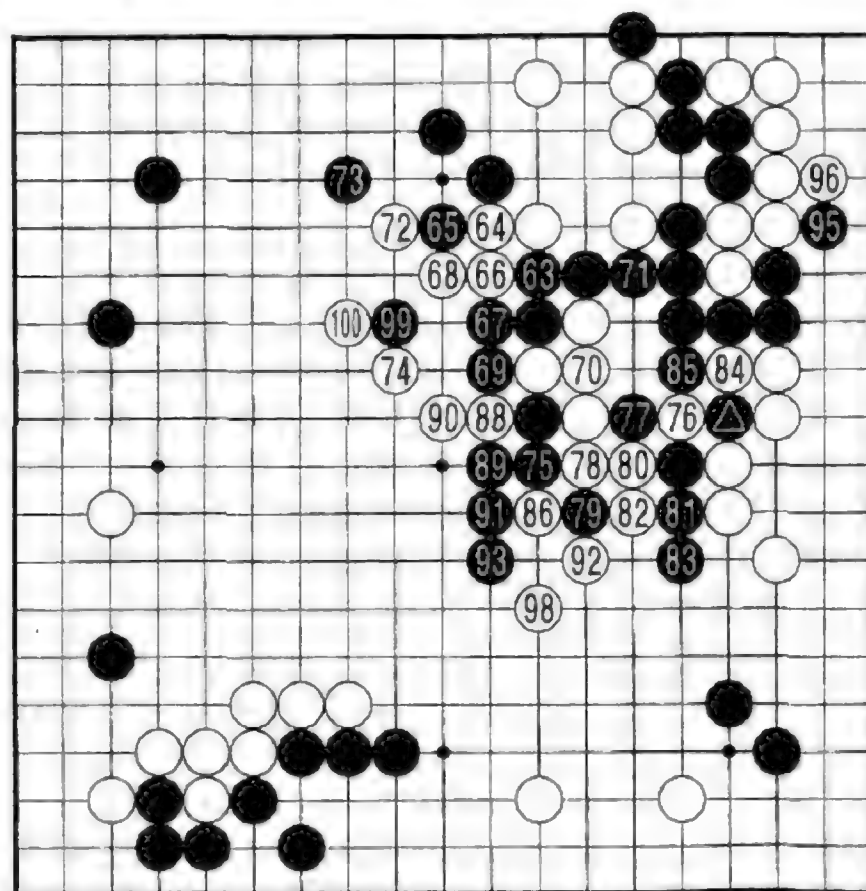
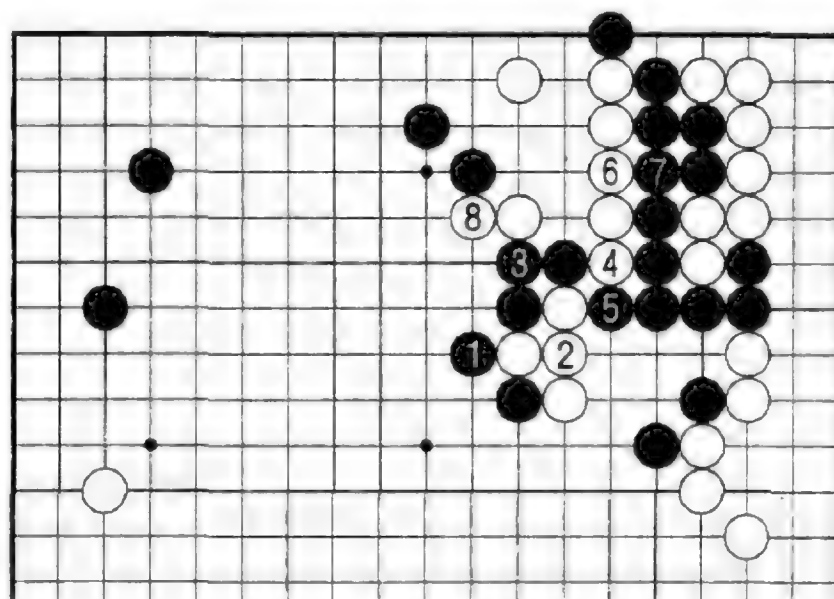


Figure 4 (63–100)

87, 97: at the marked stone; 94: at 76

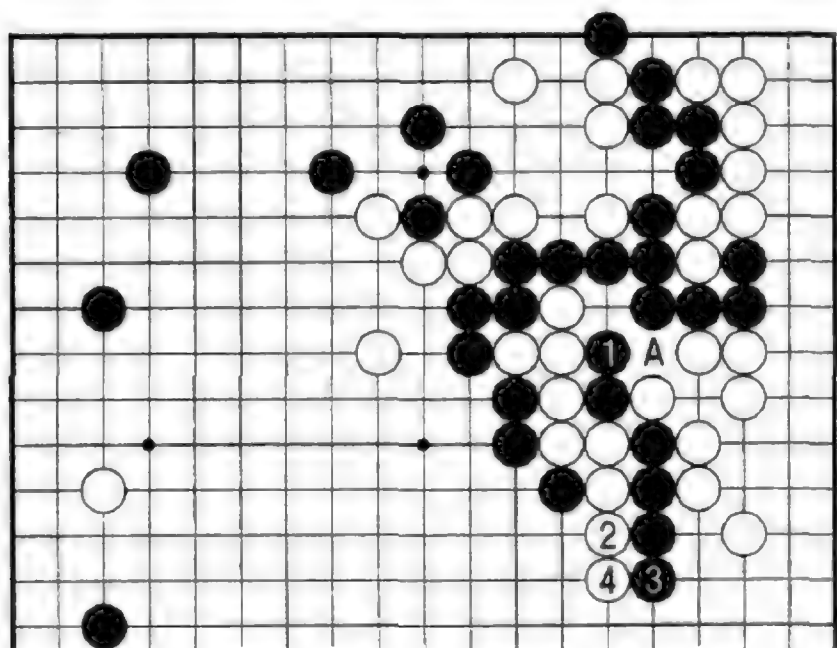


Dia. 10

Originally White was hoping for *Dia. 10*. From 2 to 8 it's a one-way street, but the result is not to Black's liking. Rui therefore calmly evaded White's plan with the sequence in the Figure. Black 63 to 71 look crude, almost dull, but this sequence sucked the energy out of the 'black magician' Cho.

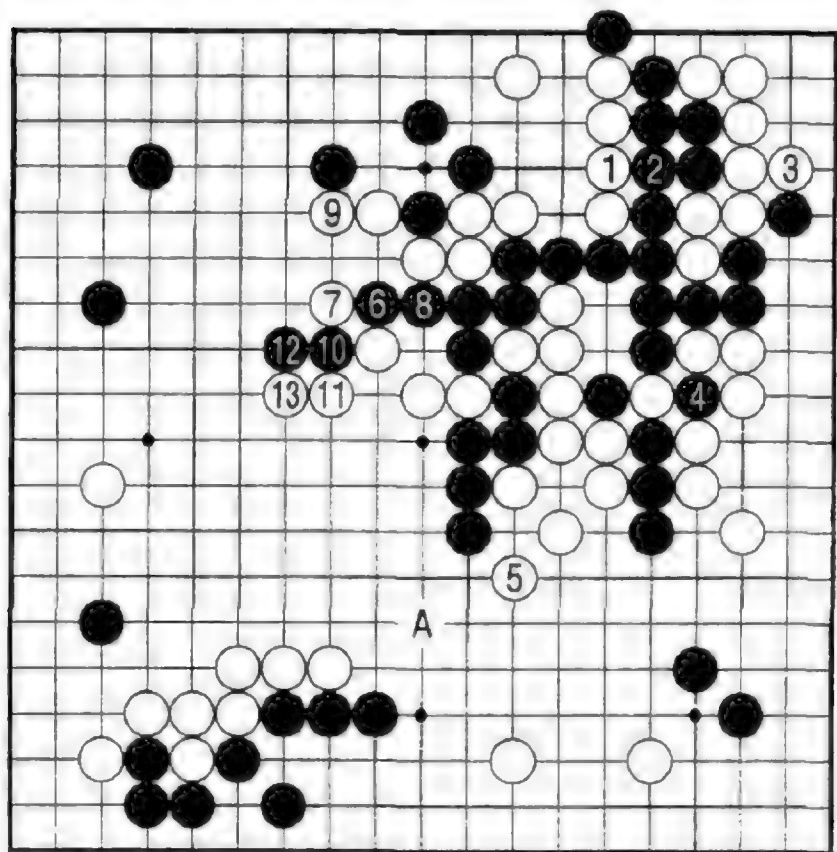
Of course Cho had no reason to be dissatisfied, as he comfortably moved out with 72 and 74. But with 75, White's four stones were sent on a long and painful journey. One would happily sacrifice them, if only there was an interesting place to play. Since that wasn't the case, Cho set his stones in motion with 76 and 78.

Black has no choice but to play 79 to 83, but the squeeze of Black 85 became the focus of a grueling fight. *Dia. 11* would likely be played by weaker players, but it would become White's privilege to play A (securing an eye for White's right-side group) and it would be Black who would be busy in the fighting ahead.



Dia. 11

With the resolute cut of 88, it's becoming chilly for the black group as well. Although White is thin himself, the ko capture turned it into a do or die fight.



Dia. 12

White 96 can be called the losing move. White should have played as in *Dia. 12*. That would result in a difficult game for both. After White 9, just ending the ko feels slack, but the fight that would start with Black 10 is too complex and its outcome too remote to predict. In any case, Black must not let White get the chance to play A.

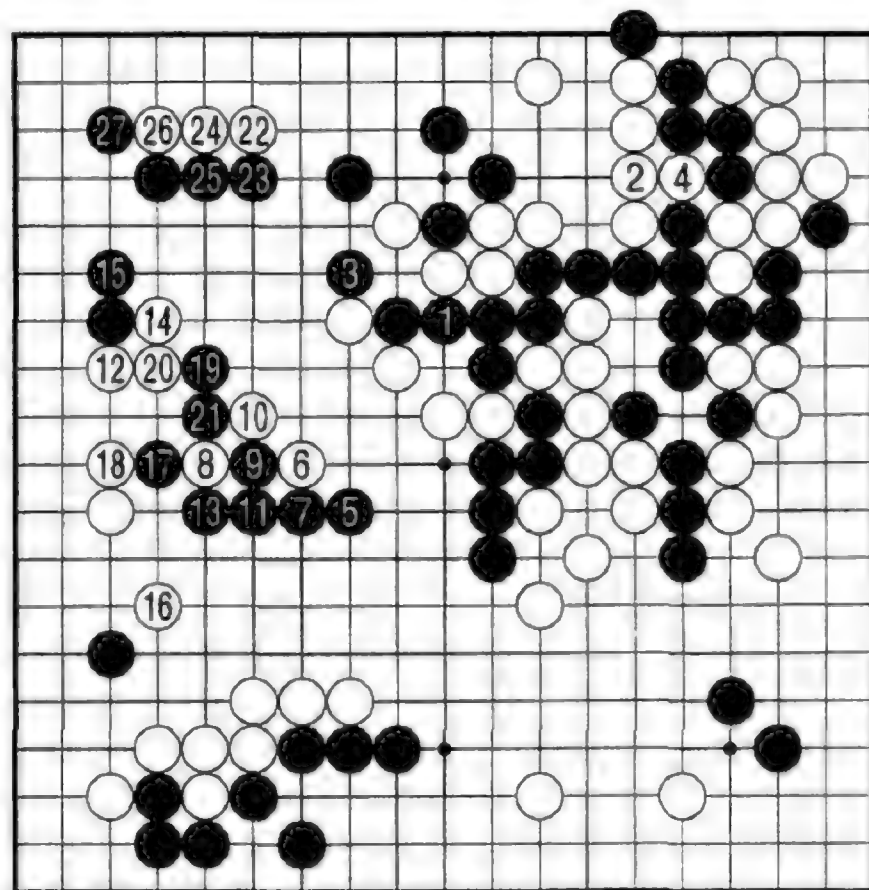
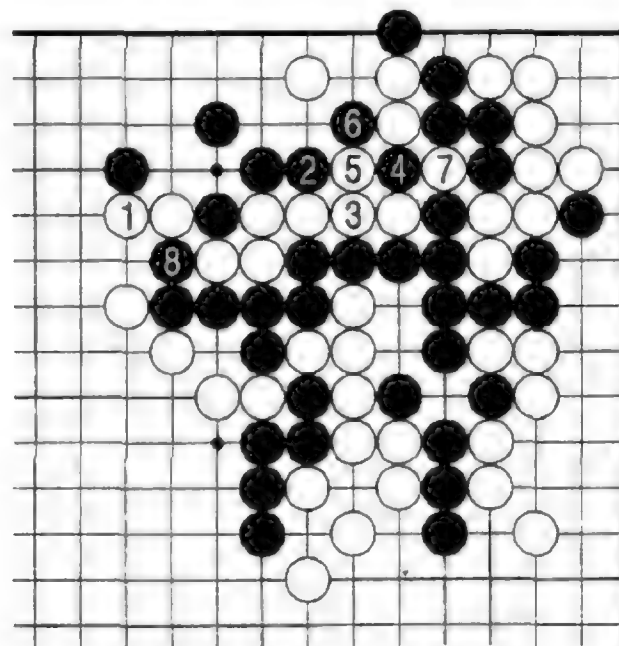


Figure 5 (101-127)

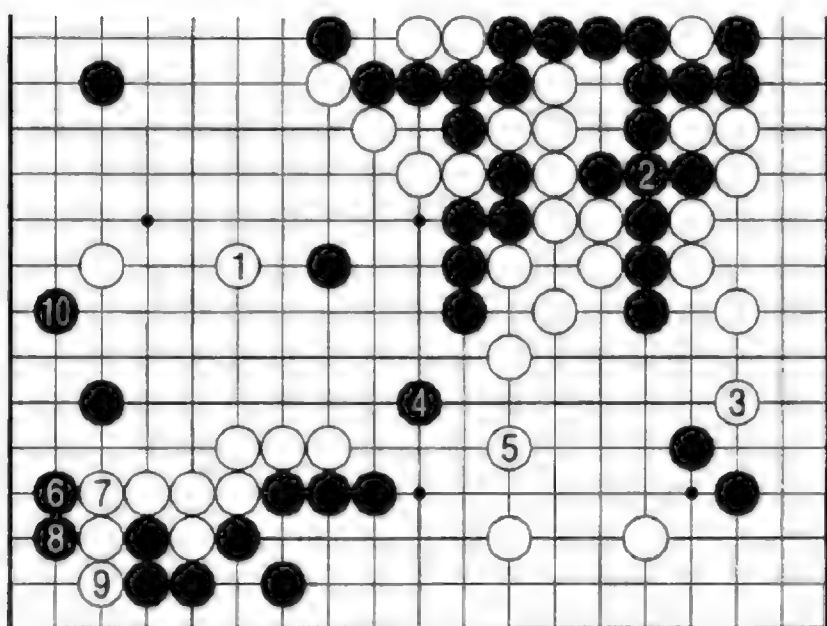
Figure 5 (101-127)

White finally peeped at 2, but it was too late. With the powerful hane of Black 3 the balance of the game turned in Black's favor. One may wonder what would happen if White had played 1 in *Dia. 13* instead. After the clever sequence from 2 to 8, the game would be over.



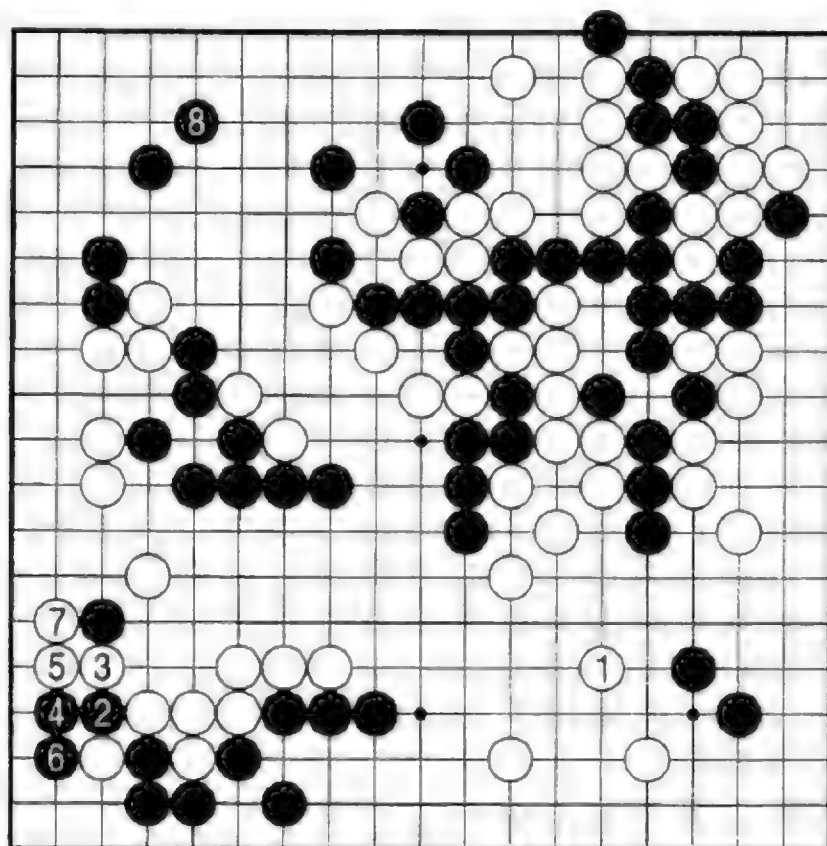
Dia. 13

It was a pity for Cho that he noticed this sequence too late. When Rui played Black 5, White was clearly behind. White would like to defend the lower left with a move like 1 in *Dia. 14*, but that wouldn't secure any points. As the continuation shows, Black could still live with the sequence to 10 and the original White 1 now looks pale.

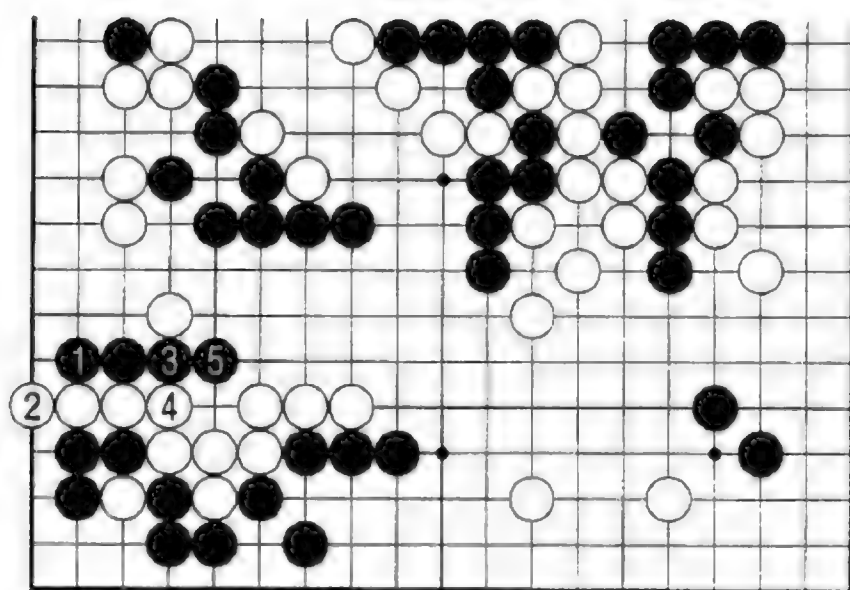


Dia. 14

White played 6 because he was trying to create confusion. But Rui, sure she was ahead, pushed straight towards victory like a tank.



Dia. 15



Dia. 16

White 22 is yet another do-or-die move. If White played peacefully as in *Dia. 15*, Black

would get to play 8 after the sente sequence to White 7. If White omitted 7 in *Dia. 15*, Black would turn the former white thickness into a weak group as in *Dia. 16*.

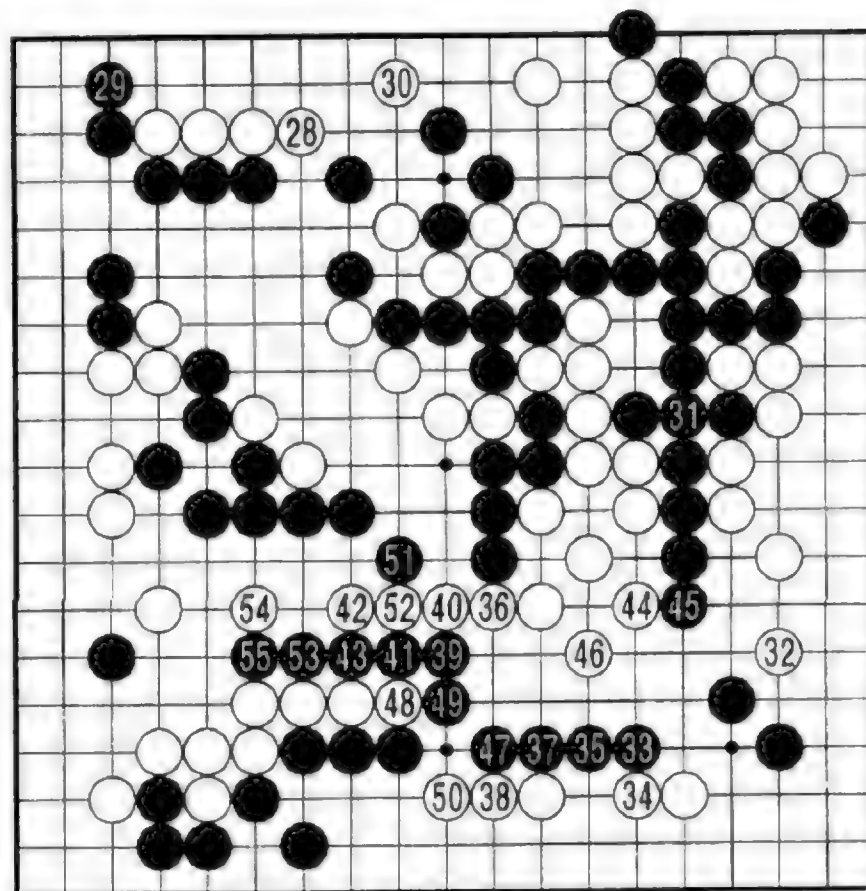
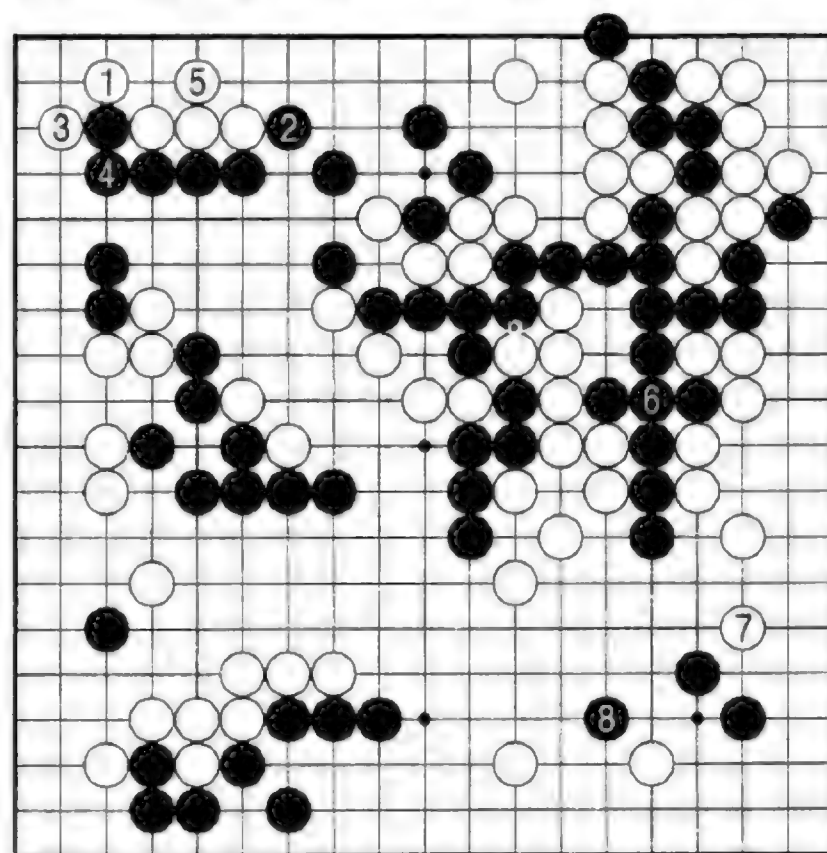


Figure 6 (128-155)

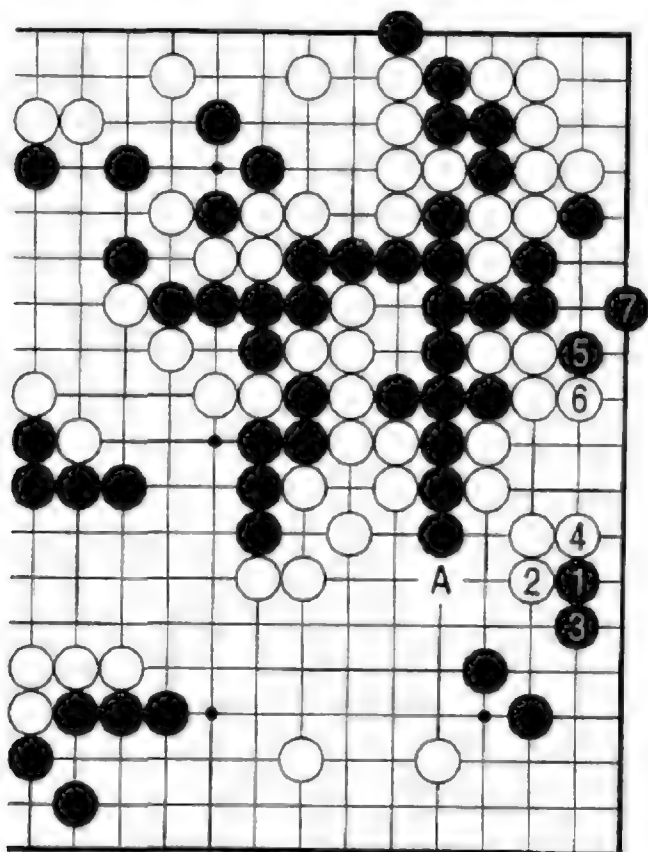
Figure 6 (128-155)

For 28 it would be more profitable to play as in *Dia. 17*, but Cho disliked giving Black a perfect wall towards the center. And if Black gets to play 6 and 8 in the lower right, White can hardly hope to hold his own there.



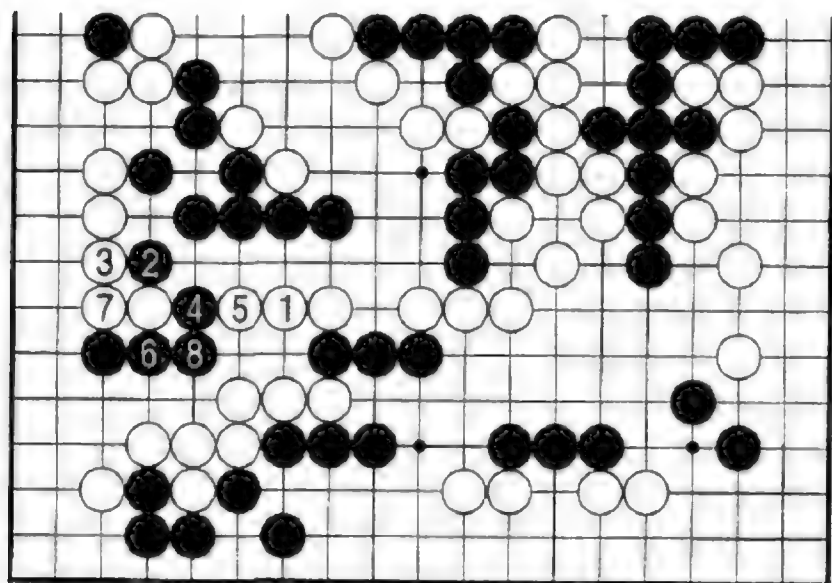
Dia. 17

White 32 cannot be omitted, as *Dia. 18* shows. White would have to move out around A, but in that case the lower and/or center groups would suffer.



Dia. 18

On seeing White 44, one 9-dan asked whether it's a virtue or vice to play to the bitter end instead of resigning. But it is not much related to virtue and things like that. A certain tenacity is a necessity for a professional go player, so it's too harsh to blame Cho for struggling on a little longer.



Dia. 19

As a final remark, if White had played as in Dia. 19, his center could live, but he would have to let Black break into the lower right.

155 moves. Black wins by resignation.

From an article by No Seung-il in Baduk March 2000.
Commentary by Kim Seung-jun 6-dan.

Game Three

Black: Rui Naiwei 9-dan

White: Cho Hun-hyun Kuksu

Komi: 5.5 points; time: 4 hours each.

Played at the Dong-ah Media Center on February 21, 2000

Commentary by Rui Naiwei.

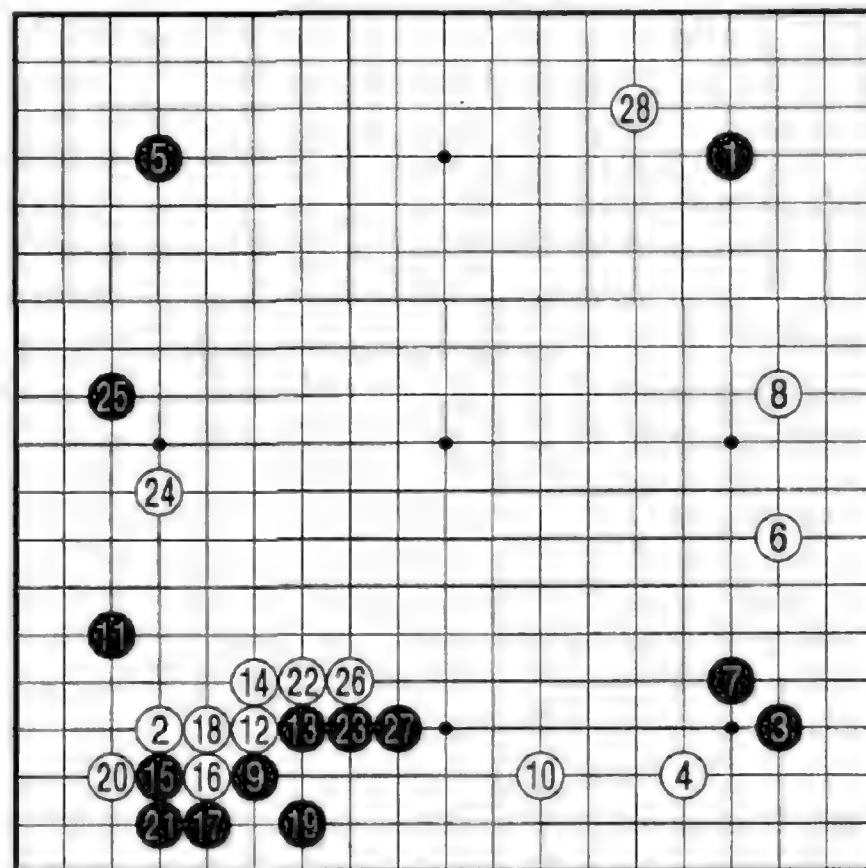


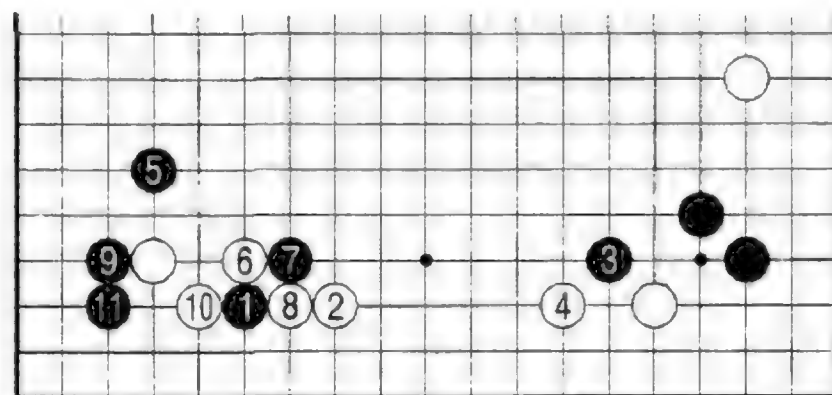
Figure 1 (1-28)

Figure 1 (1-28)

As I walked to the tournament venue my footsteps felt strangely heavy. It was not that I was in bad condition, but this game, being so important and special, put a lot of pressure on me and so I wasn't feeling very comfortable. Frankly speaking, the fact that my opponent was Cho Hun-hyun made me feel quite small.

How could I possibly defeat that same Cho Hun-hyun who dominated the Korean go scene for decades and pulled Korean Go to the top of the world? I finally overcame this anxiety in the second game. I had to empty my mind and try not to abandon this opportunity to learn. Maybe it was because of meditating for about ten minutes just before the game that I regained my composure.

The sequence from Black 1 to 23 was exactly the same as Game Two. Cho seemingly felt no dissatisfaction with it, as shown by his persistence in playing it.



Dia. 1

Just for reference, Lee Chang-ho played 2 in Dia. 1 instead of White 10 in a special match

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Graded Go Problems for Beginners, Volume Four

by Kano Yoshinori

The fourth and final volume of the *Graded Go Problem* series has now been reprinted in the Kiseido edition. The problems in this volume are a bit more than a beginner can probably handle, but, if the reader has studied the first three volumes, he or she should be well prepared to tackle the 390 problems here. And, if you ignored the first three volumes because you thought they were too easy, we invited you to try your hand at these problems.

Recommended for players up to 1-dan.

Reprint available May 2000. Suggested retail price: \$18

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By Ogawa Tomoko and James Davies

The Endgame is recognized as the classic work on this subject, and it is required reading for all go players who are intent on reaching 1-dan. In fact, without the knowledge this book imparts, reaching higher dan levels is impossible. Counting, tesujis, and whole-board problems, giving you practice in finding the best endgame sequences.

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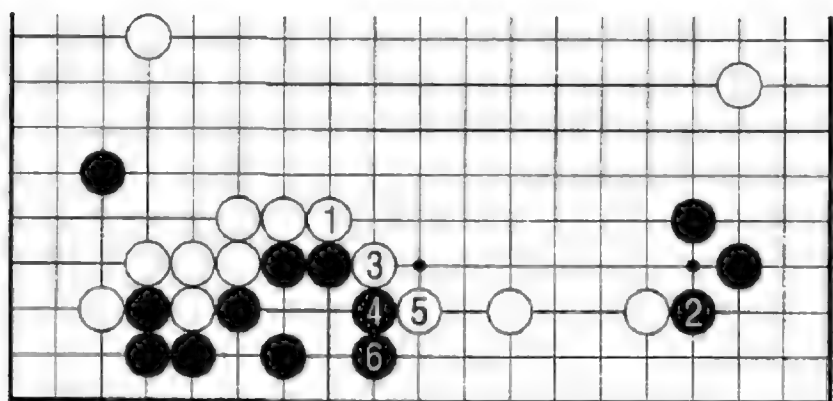
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sponsored by KBS two weeks after this game.

With 24 White finally diverged from Game Two. This shows that Cho must have disliked the possibility of Black moving out at A later (in *Figure 2* of Game Two). The high move here made it harder for Black to activate Black 11.



Dia. 2

White 26 and 28 were again played as in the previous game, but there's something to be mentioned about 27. I sent the record of this game to a friend living in Japan, and apparently Go Seigen got to see it. He said that Black 27 was thick, but it was too leisurely a way to play. He recommended *Dia. 2* instead. Securing the corner with Black 2 is better even though White gets the chance to play 3 and 5. Yu Bin 9-dan [winner of this year's LG Cup] made the same comment. But probably because I'm an influence-oriented player, *Dia. 2* isn't really appealing to my eyes. I'm not sure where I would play if I were faced with the same position again.

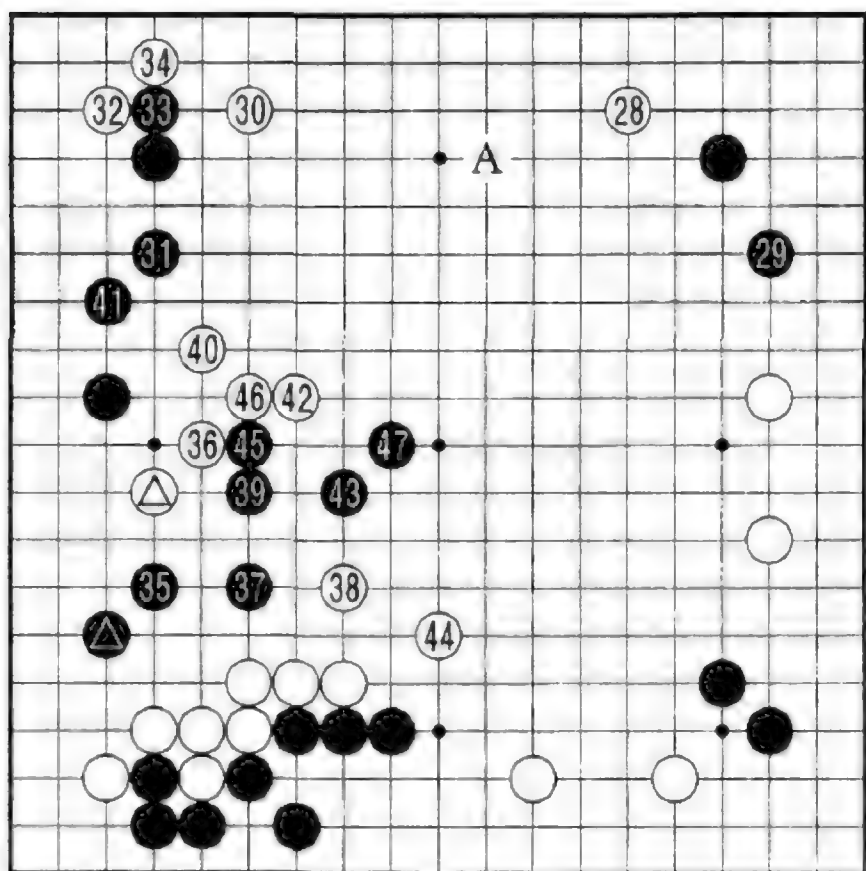
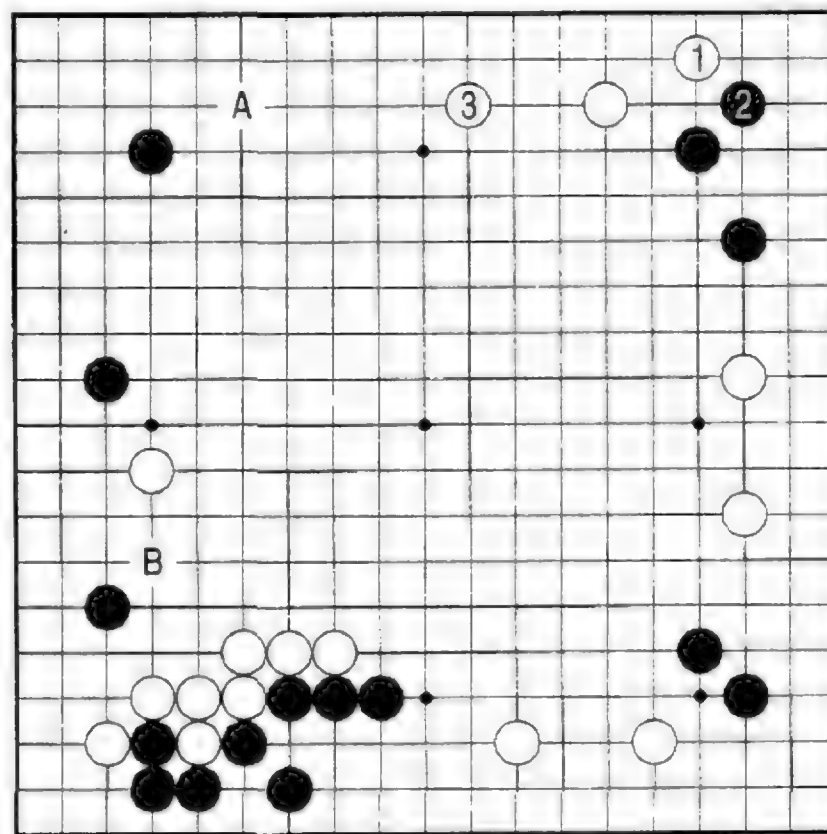


Figure 2 (28-47)

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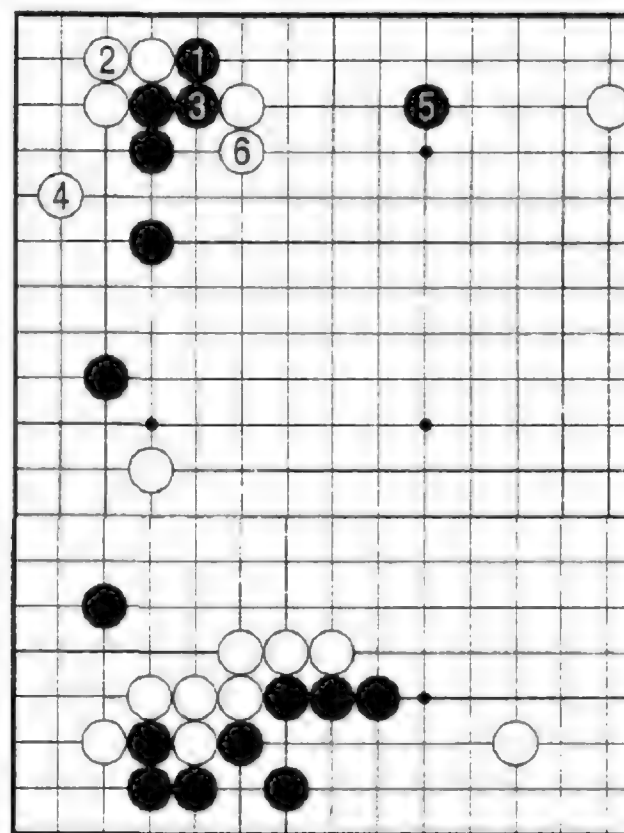
White 28 and 30 are typical of Cho, who likes to develop quickly. Once he was nicknamed 'the Swallow', although he doesn't seem to like that nickname.

In fact I was expecting the basic joseki in *Dia. 3*, and I was already thinking about whether to continue with A or B.



Dia. 3

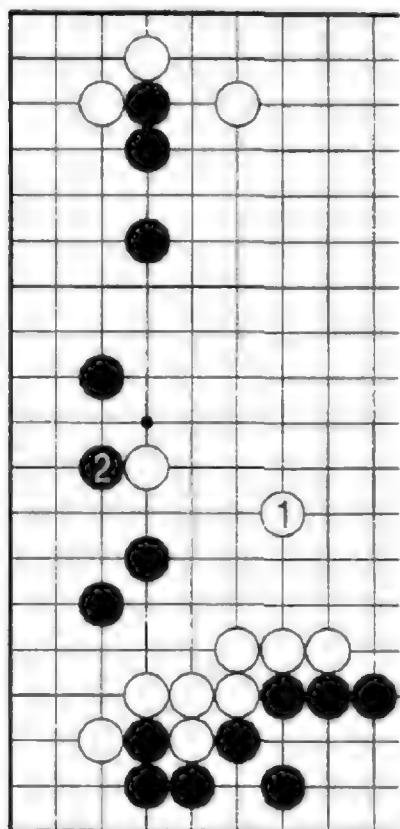
Anyway, I didn't play 29 at A as in Game Two because the high position of the marked white stone made it difficult to activate the marked black one.



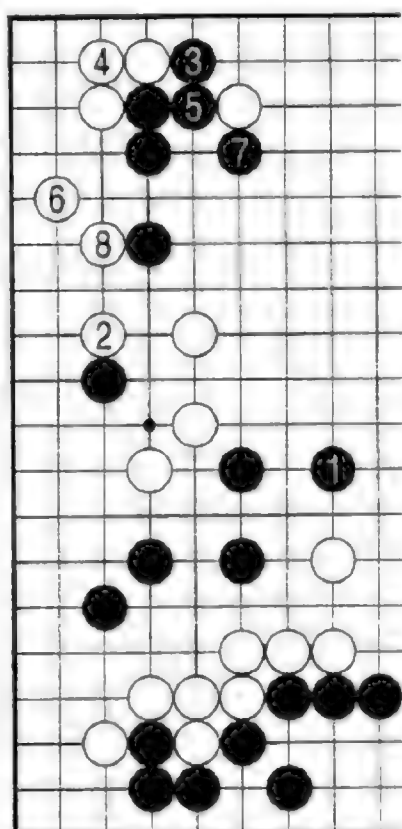
Dia. 4

I agonized a lot over my answer to White 34. *Dia. 4* is one idea, but, after Black 5, White moves out with 6 and it's not easy to attack those stones. As there was no suitable attack

after White 34, I followed the proverb 'if you don't have a good move, play elsewhere' and decided to switch to 35. Because White didn't play as submissively as in *Dia. 5*, the game became a hectic fight from the start.



Dia. 5



Dia. 6

Black 37 and 39 are the usual way out. At Black 41 I thought for about 20 minutes over Black 1 in *Dia. 6*, but then Black would have to tolerate the attachment at White 2. With the continuation to 8, White secures too many points, so I just defended at 41.

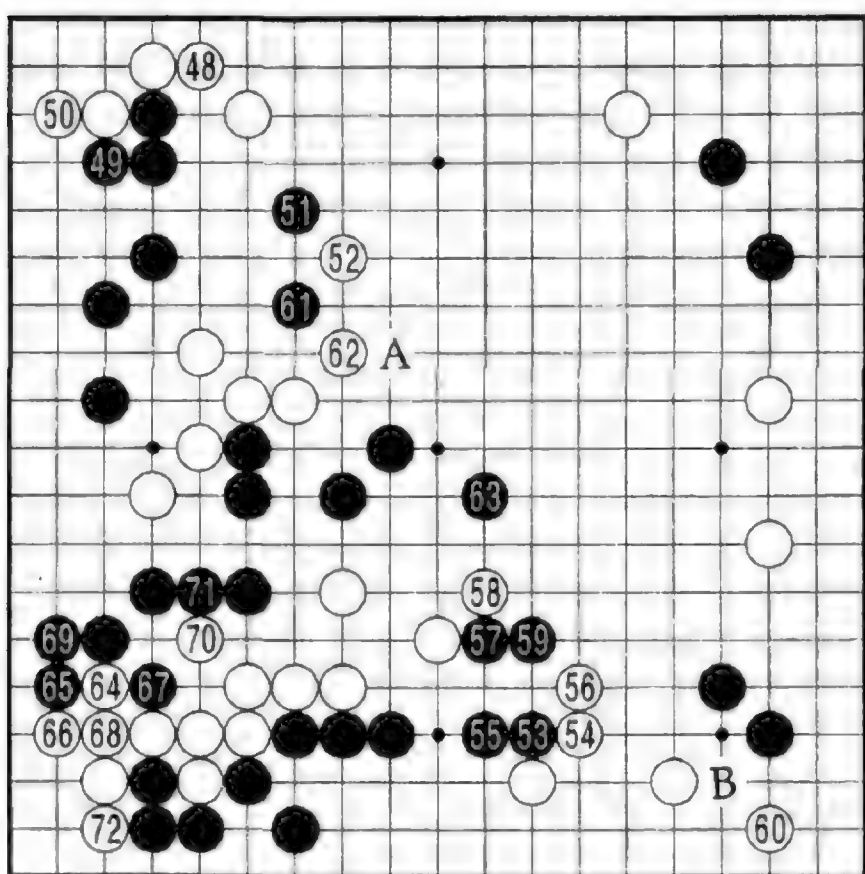
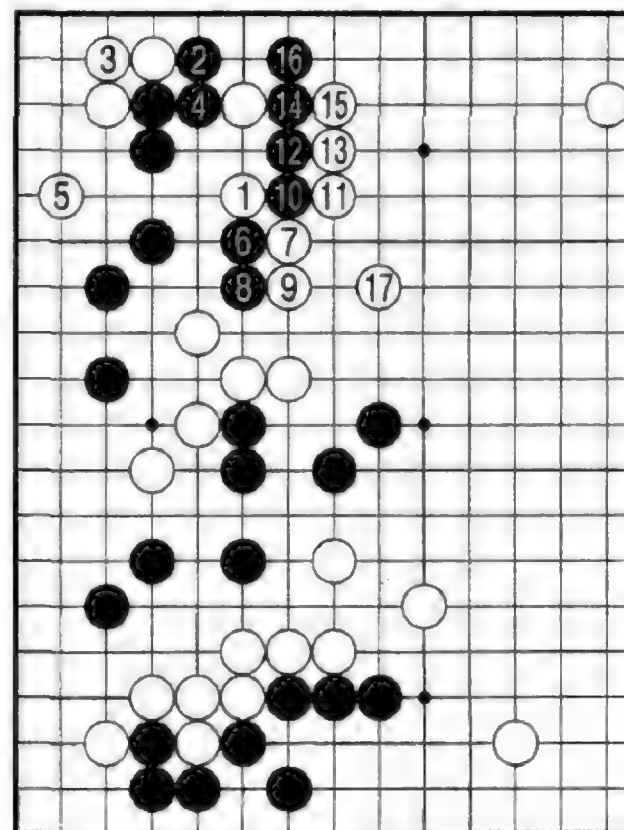


Figure 3 (48-72)

Figure 3 (48-72)

Standing at the crossroads of influence and territory, Cho chose territory, but that

was doubtful, as 51 is an extremely good point, weakening the white group below.

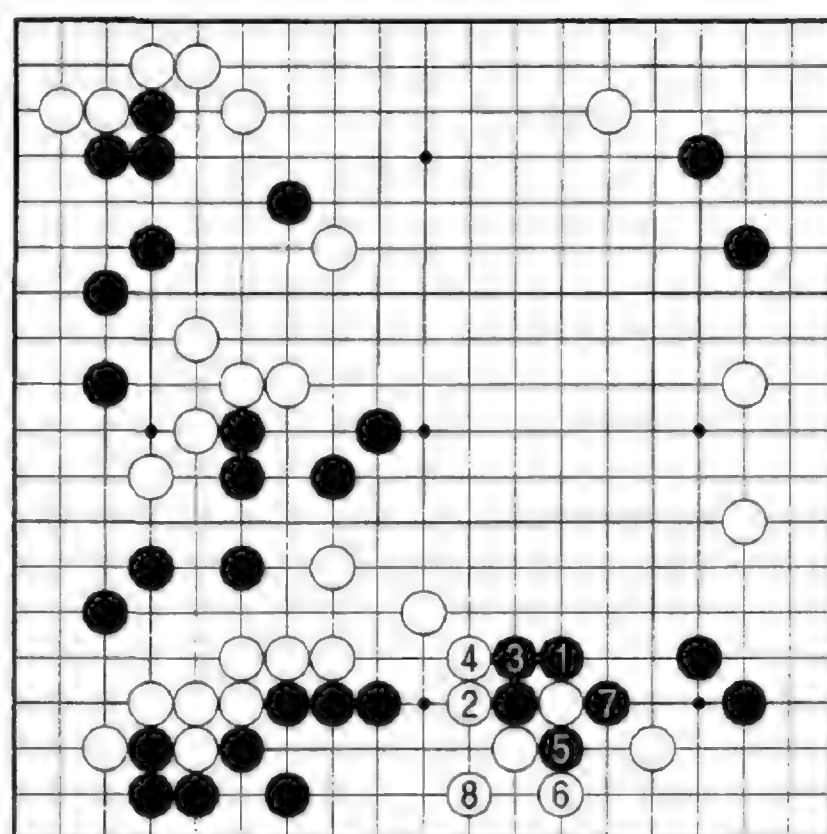


Dia. 7

Instead of 48, White should have played 1 in *Dia. 7*. Black has to block at 2, but the continuation to 17 looks good for White — he gets the corner and thickness on the outside.

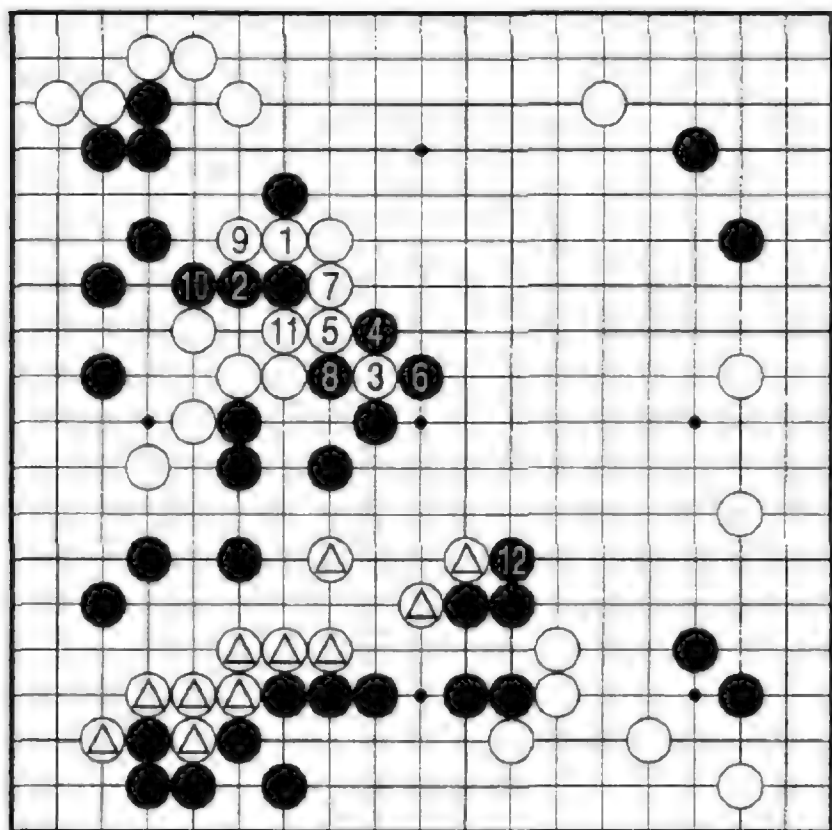
In answer to Black 51 White played 52 instinctively. But when evaluating this move from the result after Black counters with 61, it turns out that White's subsequent actions become more difficult. White 52 should therefore be played at A.

Black 53 at 55 might be the usual idea, but it felt slack and so I attached as in the game.



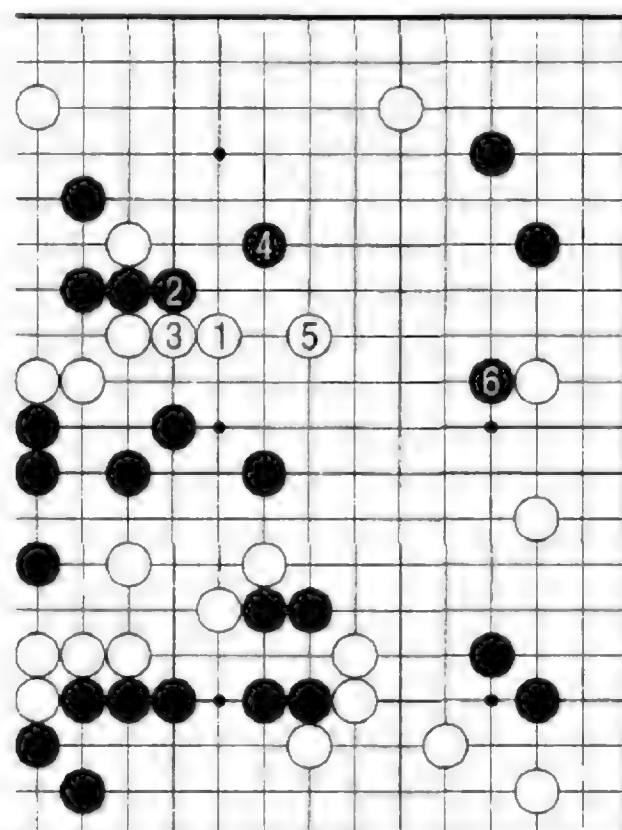
Dia. 8

If one wants to play the counter-hane of Black 1 in *Dia. 8*, the continuation to 8 only helps White.



Dia. 9

White 60 is absolutely necessary now. For comparison, if Black could play B, the white group would become thin and Black would secure a large corner. With 62 White cannot follow *Dia. 9* — the beautiful move of Black 4 and the continuation to 12 jeopardize the marked white group. White still had to face 63, so it was now time to hurry with White 64 to 72 to secure the large group.



Dia. 10

Black 79 was a satisfying move. First I thought of cutting above with 1 in *Dia. 11*, but White just runs away with 2 and 4, and Black is left with the uncomfortable possibility of White A later. So I changed my mind and played 79 with the hane of 83 already in mind. Because it starts to look a bit wild after the White cut of 84, I played the sequence only after checking several times that there were no bad surprises hidden somewhere. Black allowed the White's left side group to move out, but when I played 91 and 93 I was thinking 'Now I've got the group in the lower left corner!' with an inner smile. But actually this sequence was as careless as it could be, which I noticed when White played 96.

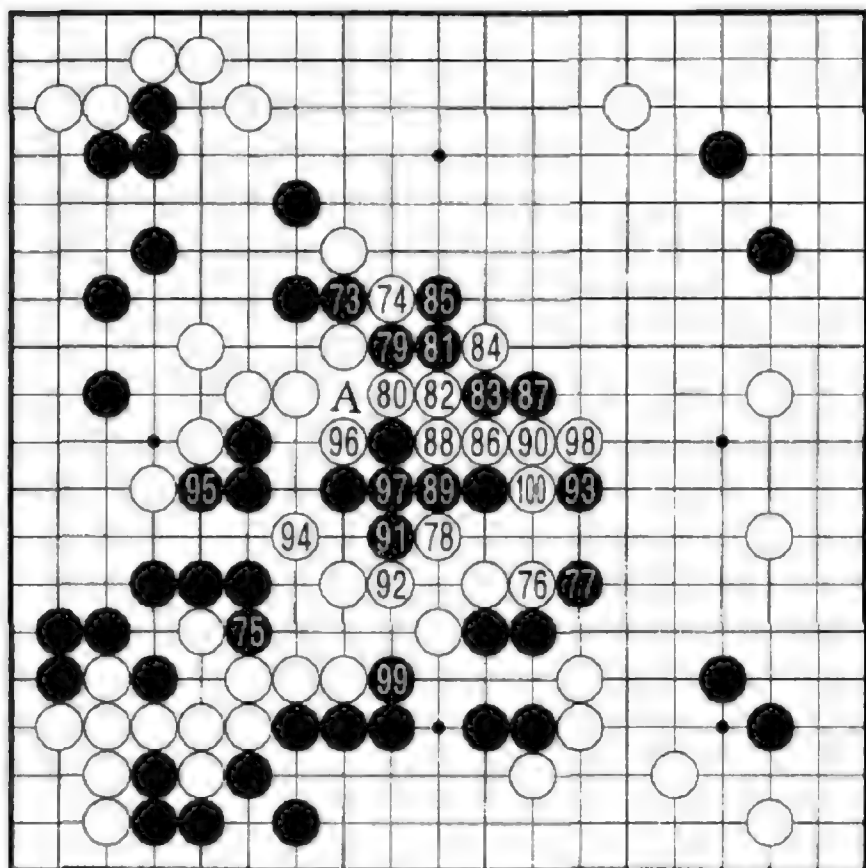
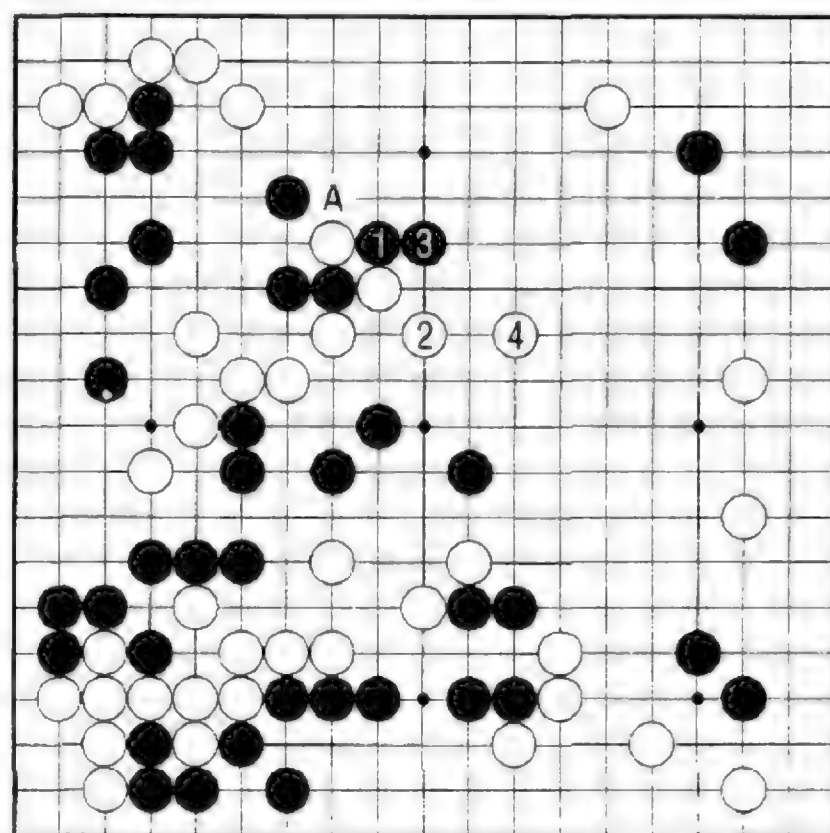


Figure 4 (73-100)

Figure 4 (73-100)

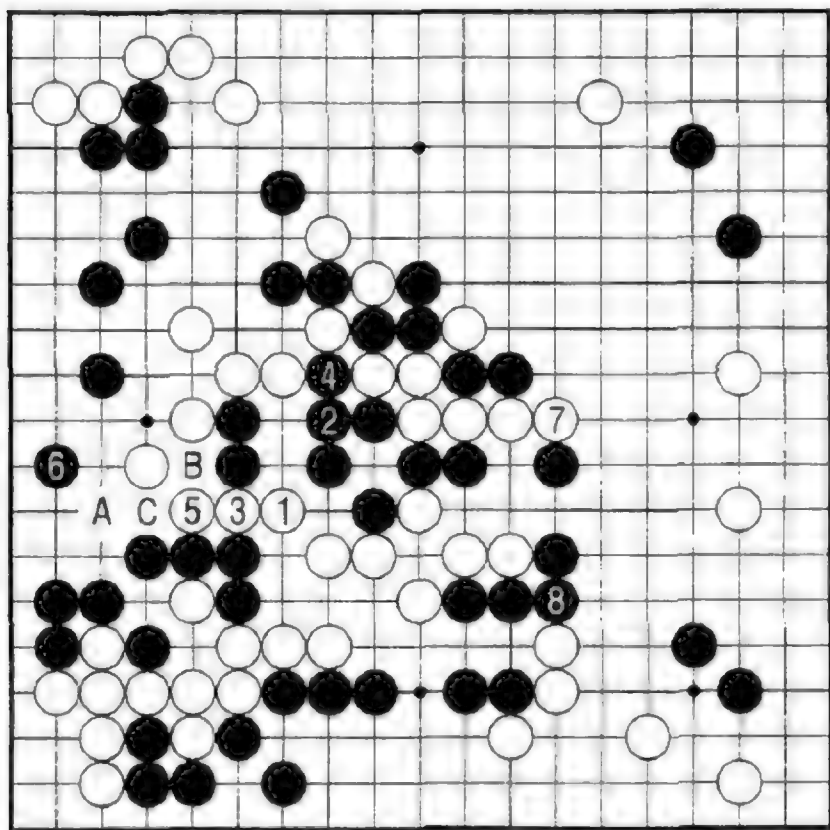
In answer to Black 73, one might think of just jumping to 1 as in *Dia. 10*, as a bit later White got cut with 79 anyway, but in *Dia. 10* White would be in trouble when Black attaches at 6 after 2 to 5. So it seems White didn't have much choice but to play 74.



Dia. 11

There was a great danger that 93 and 95 would become the losing combination with

no hope for recovery if White had played precisely. With 93 I should first exchange Black 96 for White A, then play 93. Black 95 was also a big mistake. Even now Black should play as in *Dia.12*. Of course it hurts to let White connect with 3 and 5, but that can't be helped. For reference, if White played 5 at A in an attempt to capture Black, then Black B-White 5-Black C would cut White as well and White would lose the capturing race.



Dia. 12

When the left-side group moved out with 98, the game became difficult. With hardly any choice I played 99 to capture the other group, but surprisingly White had an excellent move prepared.

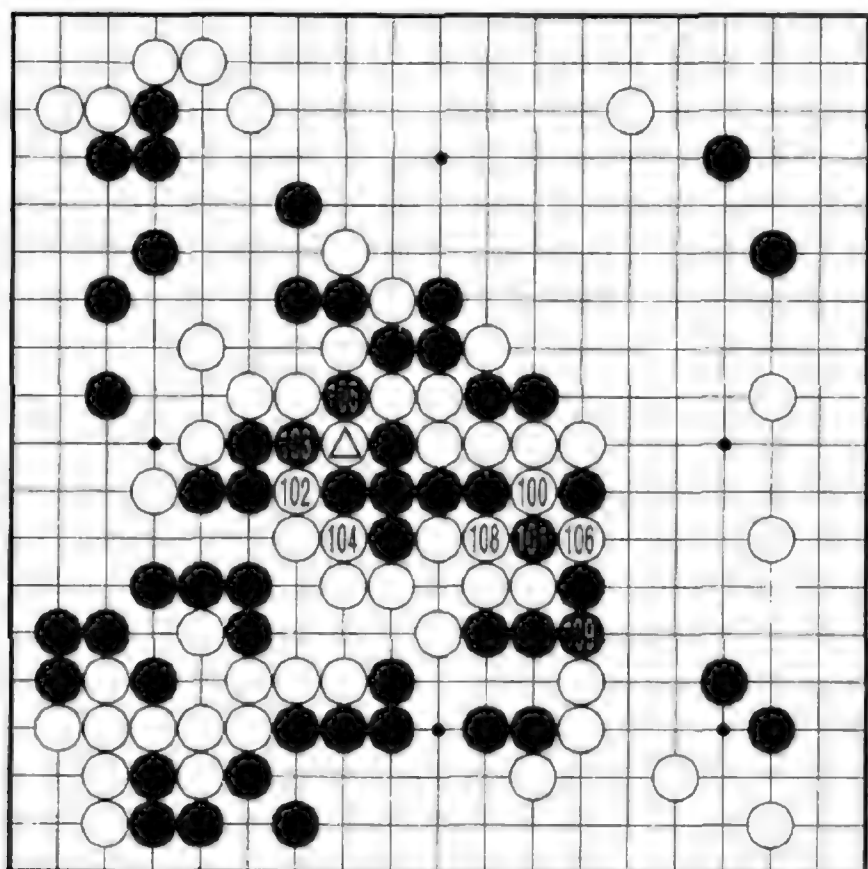
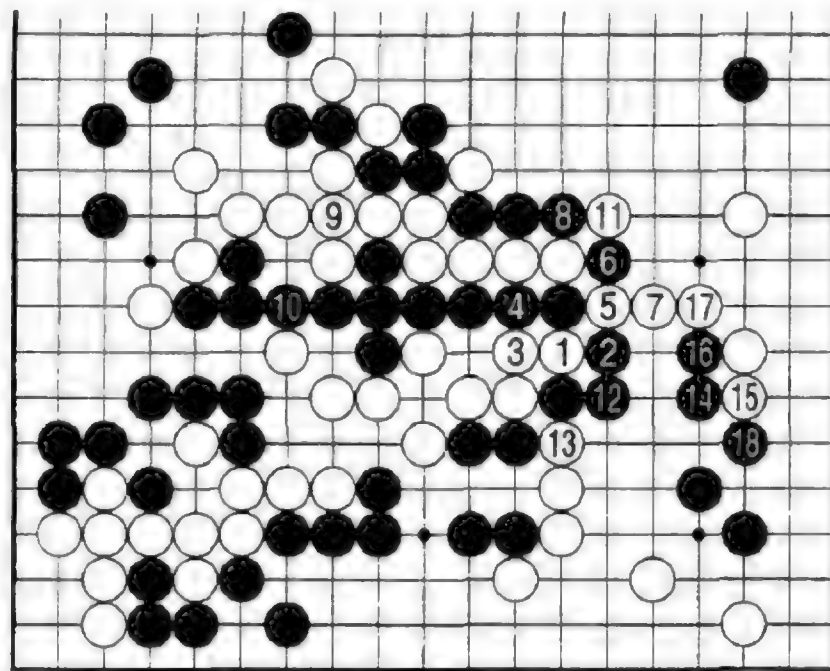


Figure 5 (100-109)
107: connects at the marked stone

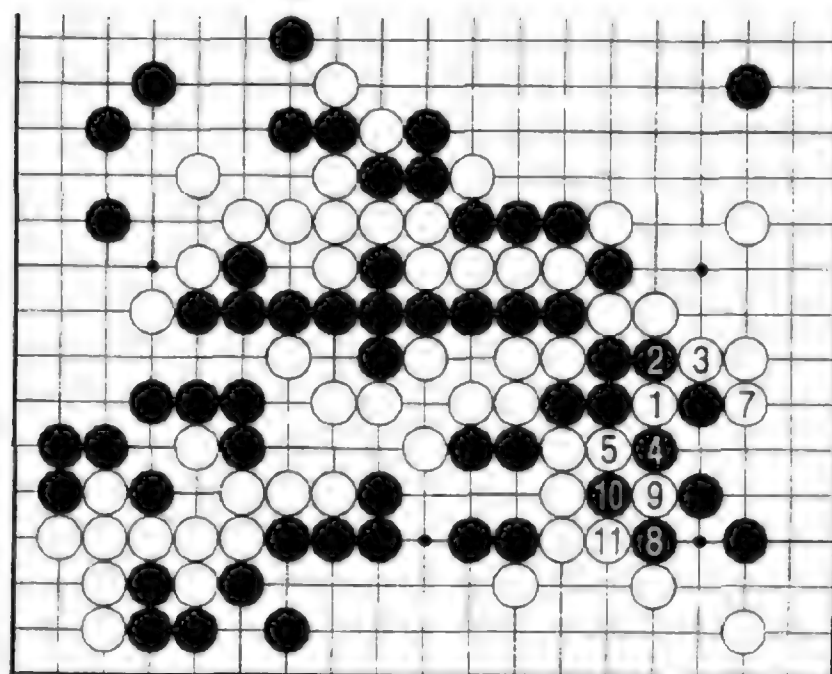
Figure 5 (100-109). 'I am a lucky person.'

One reason I make this statement whenever I am asked how I feel after winning the Kuksu title can be found in this figure. Of course one has to play well to win in go, but sometimes it's only due to your opponent's unexpected mistakes. This game is an example that is closer to the latter case.



Dia. 13

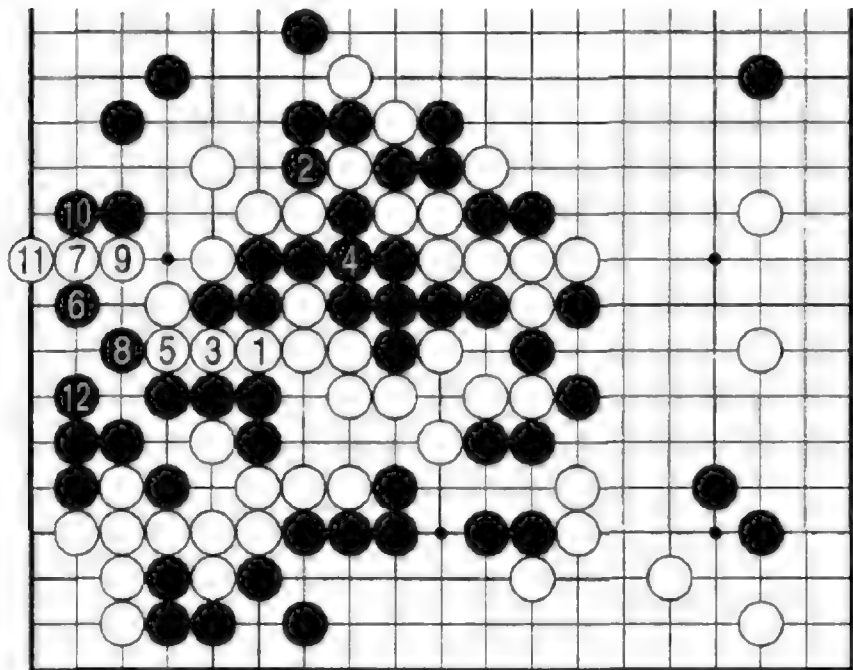
At this important stage, where he held the keys to the gates of heaven and hell, Cho slipped up. White 100 was the losing move. If he had done some cooler reading here and discovered the wedge of White 1 in *Dia. 13*, most probably White would have won. Not with the continuation from 15 to 18 in this diagram, as he would lose the ensuing capturing race, but if White plays as in *Dia. 14*, instead of 15 in *Dia. 13*, Black can't hope to win the capturing race.



Dia. 14
6: at 1

Maybe heaven was supporting me somehow. It seems that in the game Cho didn't even consider this capturing race. With 100 and 101 Black escaped a complete collapse.

White manages to get a ko with 102 and 104, but it's too big and there are no appropriate ko threats. White 106 is the only local one for White, but with 105 and 107 the stones on the left side are captured and again the game becomes favorable for Black.



Dia. 15

White 1 in *Dia. 15* looks like a ko threat, but even if White connects with 5, after Black 2 and 4, Black's stones live up to 12, which makes life impossible for the big surrounding white group.

Worse than losing the ko, White has to connect his big group with 108, so Black was able to establish superiority with 109.

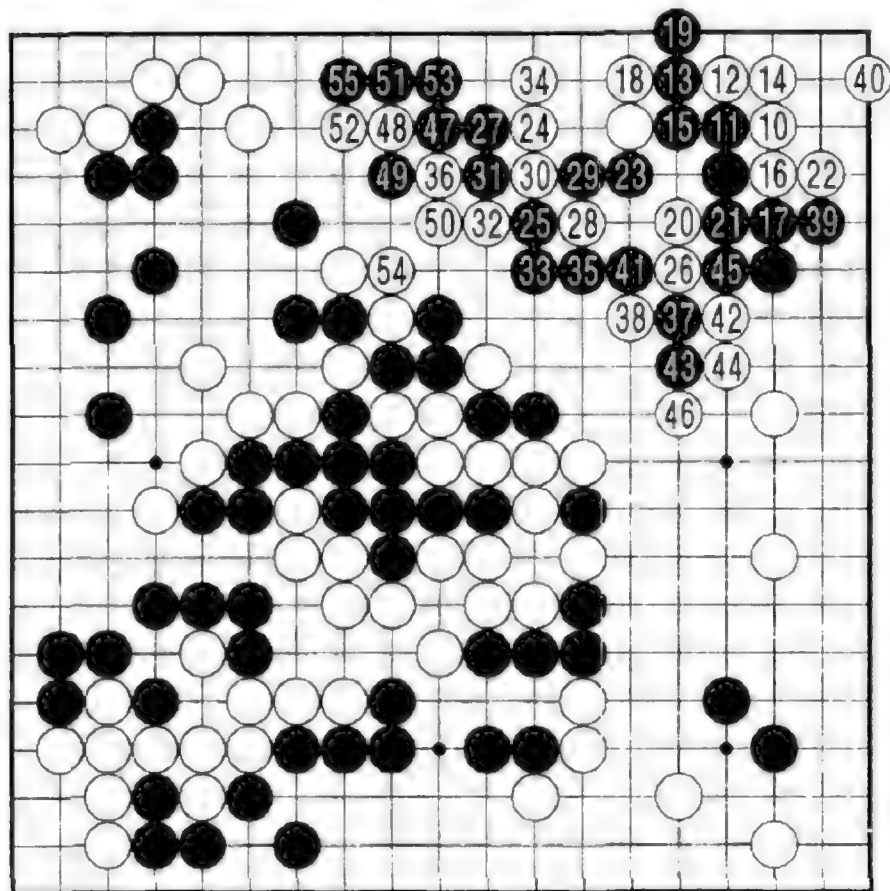
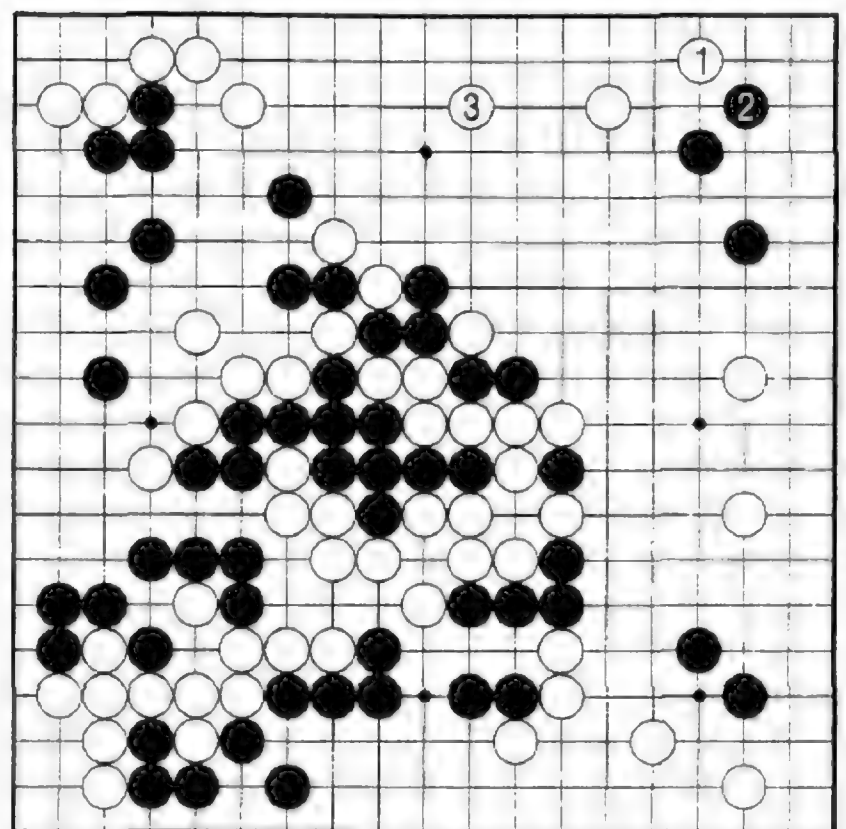


Figure 6 (110-155)

Figure 6 (110-155)

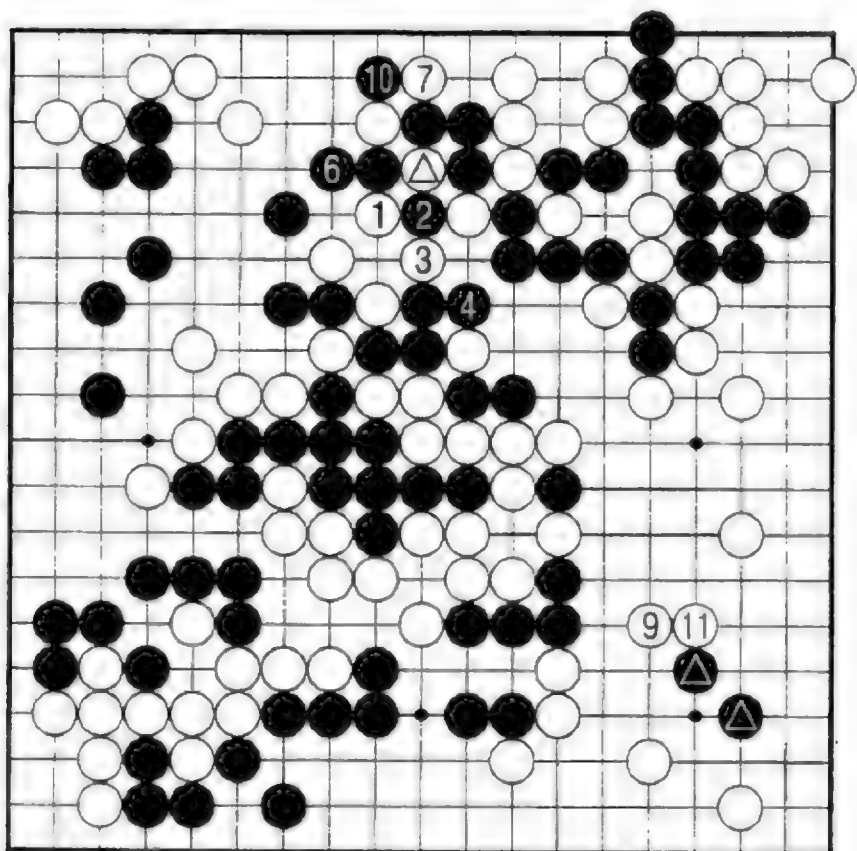
My go, which is usually based on fierce fighting, is always burdened with greater dangers than that of territorial players like Lee Chang-ho. Of course it would be ideal to be ahead not only in influence but also in territory, but usually that is too much to ask for. So if one goes for thickness, one has to be prepared to initially fall behind in points. At all times, now as well as in the past, most players would prefer to go for territory. But the reason that I prefer fighting is — though it may sound like self praise — that my strong point is reading. One cannot fight without reading, and in truth the only part that I'm strong at is this kind of unaffected fighting.



Dia. 16

White 10 is an all-out move. Under ordinary circumstances the joseki in *Dia. 16* would be standard, but after White lost his stones on the left side, he couldn't expect to win by playing such simple moves. Naturally he was looking for a variation that would stir things up, something Cho is reportedly good at.

Black 25 is an overplay. Black should just hane at 26 instead, allowing no room for confusion. After White 26 to 32 things became more difficult than I had expected. White 36 is a surprisingly hard blow. I was quite shocked on seeing this move. Fortunately, I could save my stones with the attachment tesuji of 37, but in retrospect Black 25 really seemed to invite disaster.



Dia. 17

5: at the marked stone; 8: at 2

White 50 was the final losing move. White could have started a ko instead, as in *Dia. 17*. Even if the exchange with White 9 and 11 did not give White the lead, the road to victory would become longer for Black. But since Cho was in the final minute of *byo-yomi* and unable to read out the variations to the end, he connected at 50. When Black played 55 and the five white stones on the upper side were captured, the game was decided.

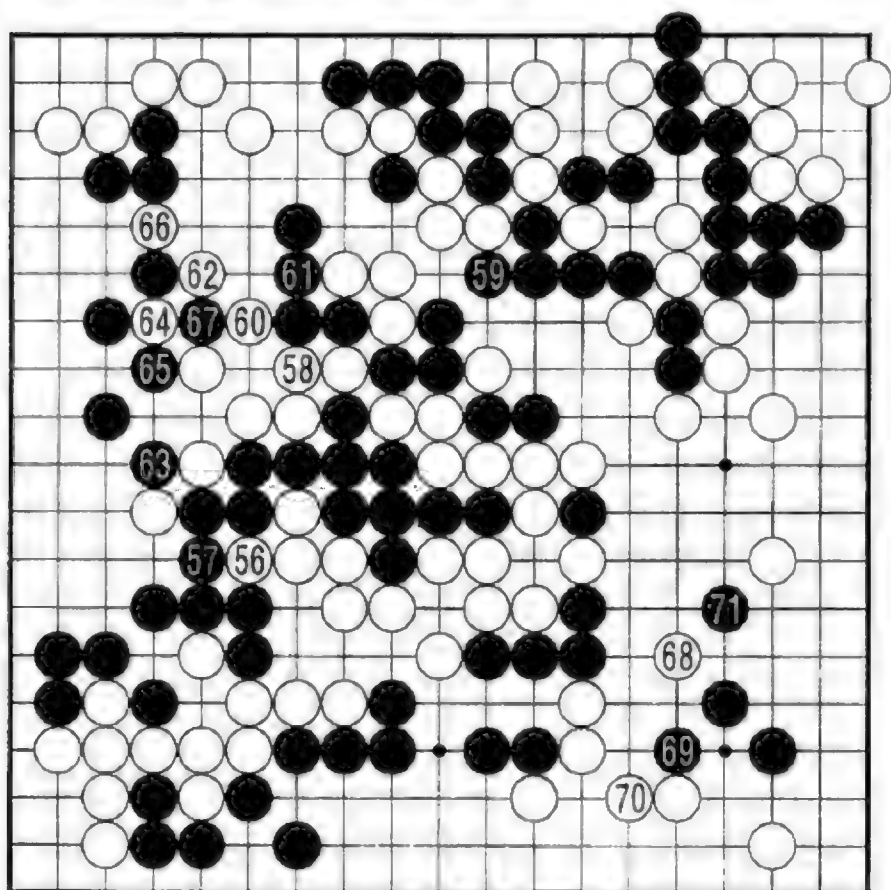


Figure 7 (156–171)

Figure 7 (156–171)

After years of wandering in the United States and Japan this was my second great for-

tune. The first was when I played Lee Chang-ho, the world's top player. By beating him I earned the right to challenge Cho Hun-hyun, whom I highly esteem, for the Kuksu title. I can't tell for sure, but I believe that every professional hopes for the chance to play one of these two players, and for me these opportunities came in quick succession.

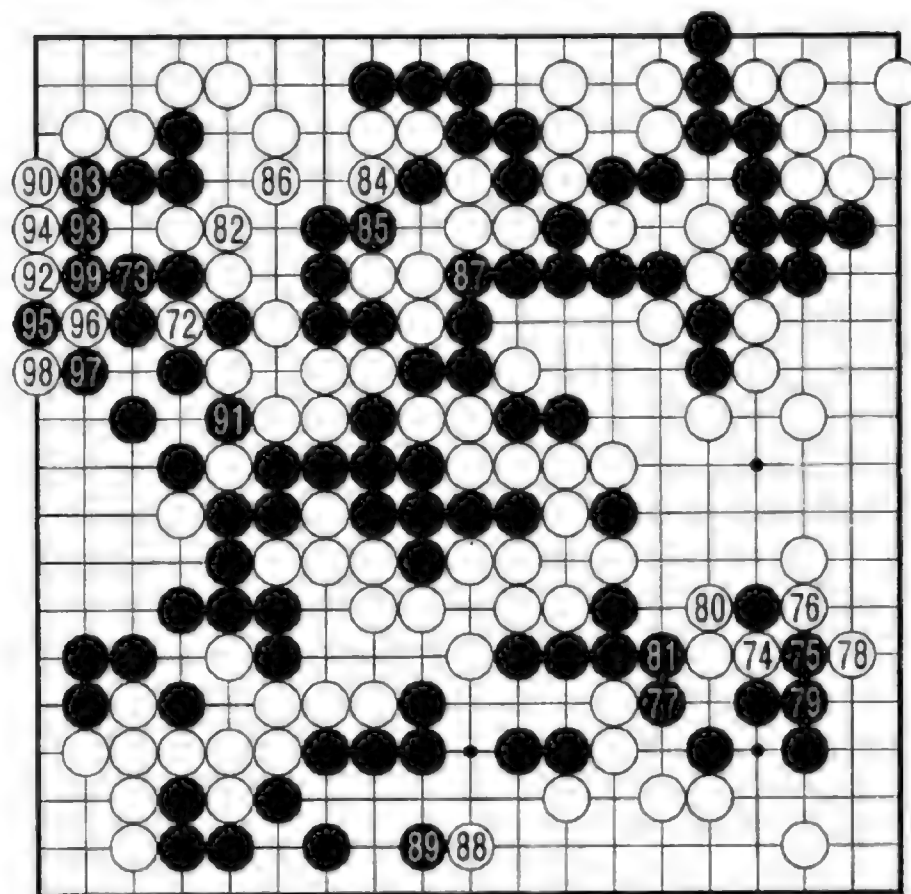


Figure 8 (172–199)

Figure 8 (172–199)

Cho and my teacher in Japan, Go Seigen, were both pupils of Segoe Kensaku, so in a sense, Cho is like a teacher-uncle to me. Perhaps because of this 'connection', he has taken much kind care of me since I came to Korea last April. I won't forget that despite my being a foreigner, he treated me like a family member and sometimes reviewed games with me. I hope this good relation with him will continue forever.

199 moves. White resigns.

From *Baduk* April 2000, translated from the Korean by Franz-Josef Dickhut.



Rui Naiwei

The 13th Fujitsu Cup

In this year's Fujitsu Cup all eyes were on Rui Naiwei. She got off to a good start by beating Hikosaka Naoto, but she fell to Kobayashi Satoru in the second round.

As always the 'invincible' Lee Chang-ho was also another closely watched player, but he lost a hard-fought game against Zhou Heyang of China.

These two games are presented below.

First Round

White: Hikosaka Naoto 9-dan (Japan)

Black: Rui Naiwei 9-dan (Korea)

Played on April 8, 2000

Commentary by Ishida Akira 9-dan

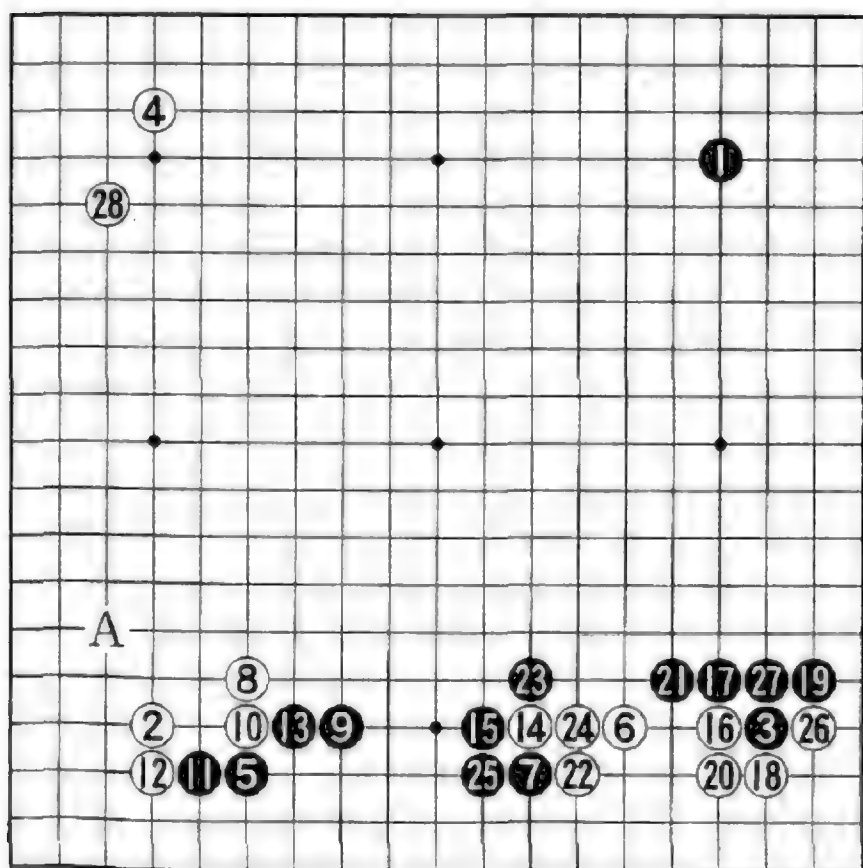


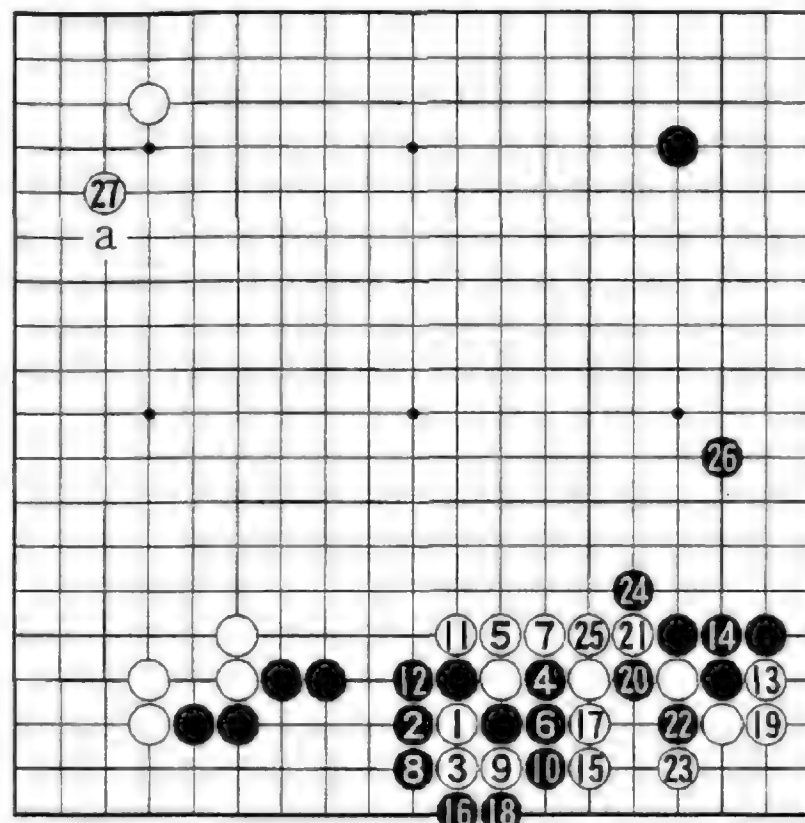
Figure 1 (1-28)

Figure 1 (1-28). White steps out of character.

This game was the centerpiece of the first round, matching a heavy hitter (Rui) against a bright and nimble player (Hikosaka). The difference in styles appeared early when White played 6, Black answered at 7 instead of the more usual A, and White responded with 8, inviting Black to help herself to the modest amount of territory between 5 and 7.

White played out of character by connecting at 20, however, letting Black get both 21 and 25. I can't see any choice for White here except to cut at 1 in *Dia. 1*. The sequence to White 27 (or 'a') is one sample continuation.

White becomes strong and Black's territory is not very big, so this is the type of result White should have been trying for.



Dia. 1

Figure 2 (29-49). White invades the right.

Black could have played 29 at A on the right side. If White plays B, Black can take C. This development might have been better for Black, although it is hard to be certain.

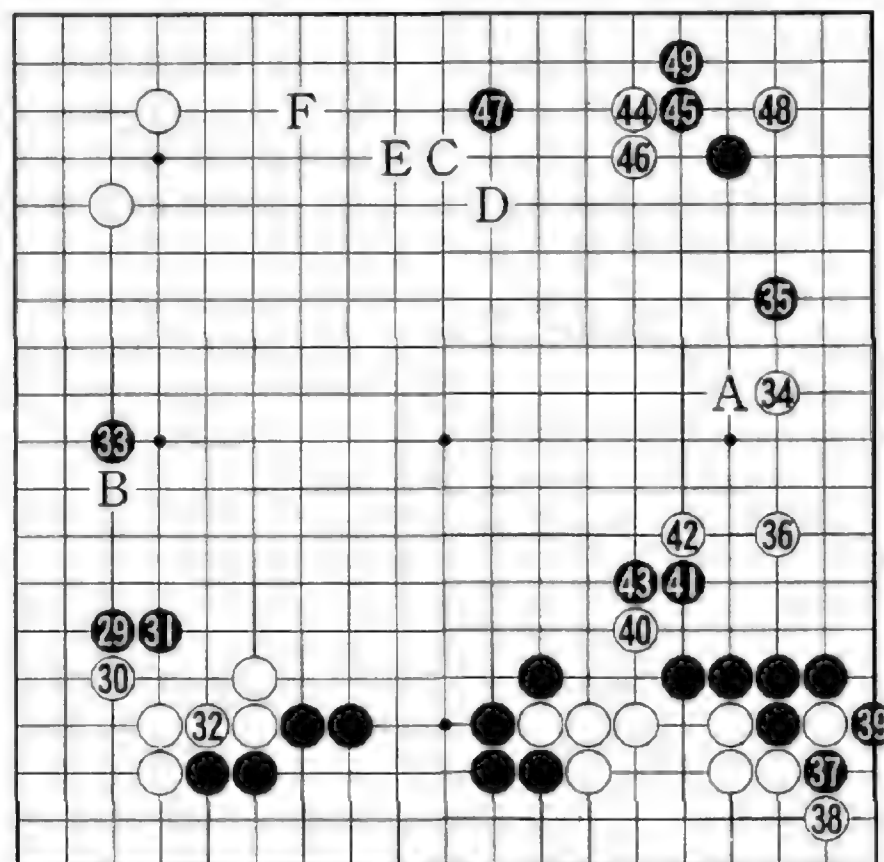
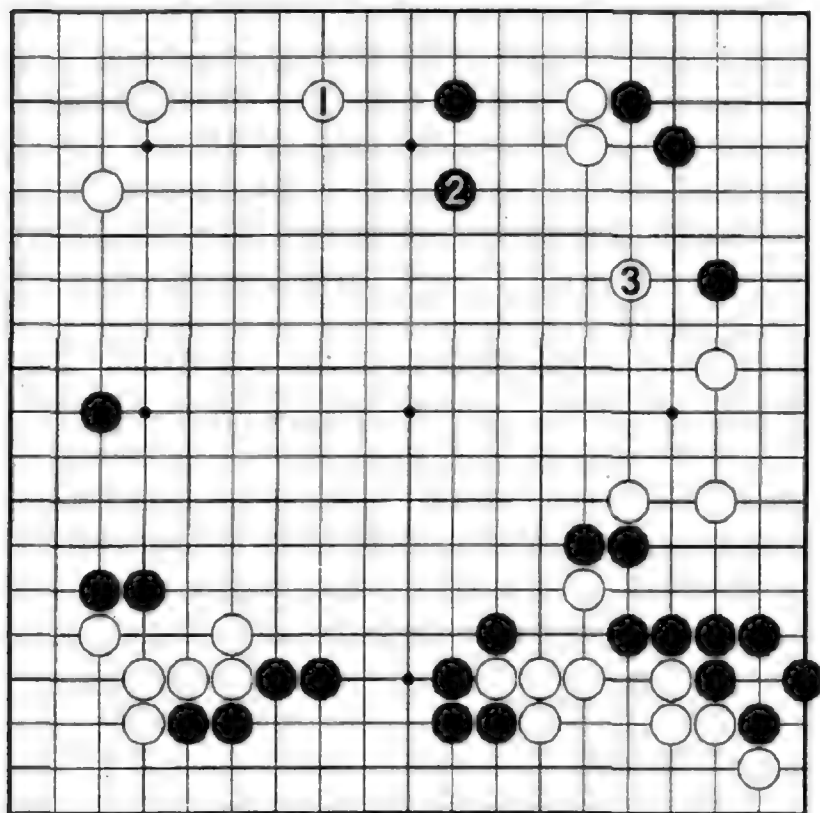


Figure 2 (29-49)

White 40 and 42 were stopgap measures played to take sente and proceed to 44. That was a good idea, but White 48 was doubtful. The people following the game expected White D-Black E-White F. That is one possi-

ble pattern, but I'd prefer White 1 in *Dia. 2*, with White playing 3 if Black jumps to 2. White 3 looks thin, but it can cause Black quite a bit of grief, making him wish he hadn't let White into the right side.



Dia. 2

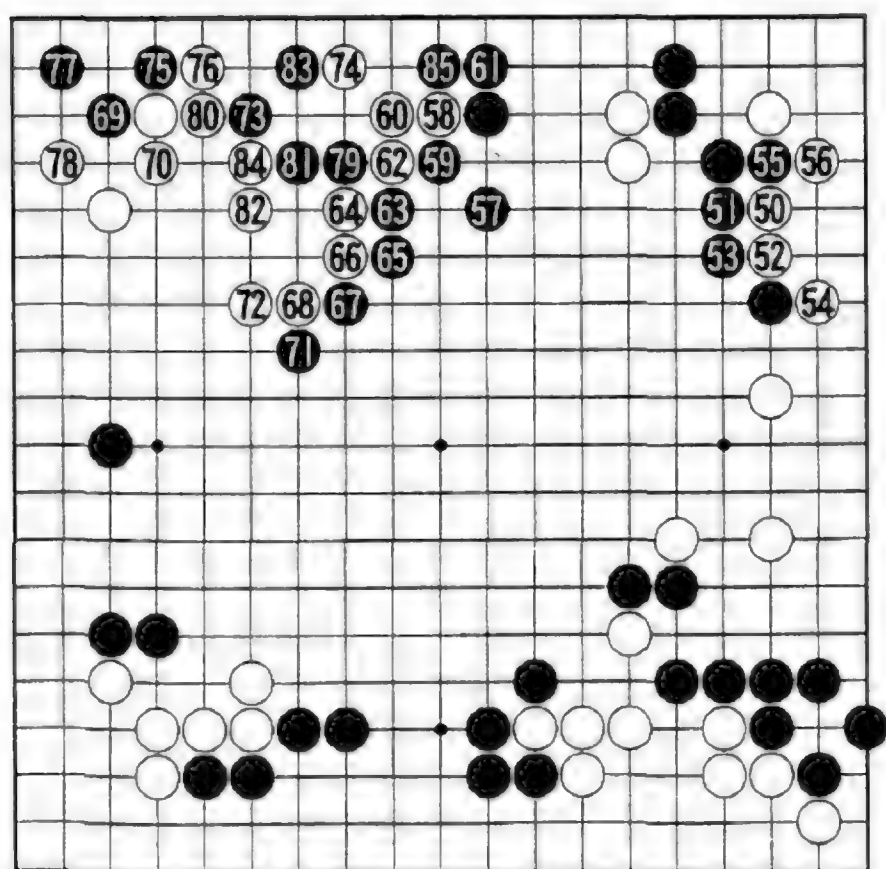


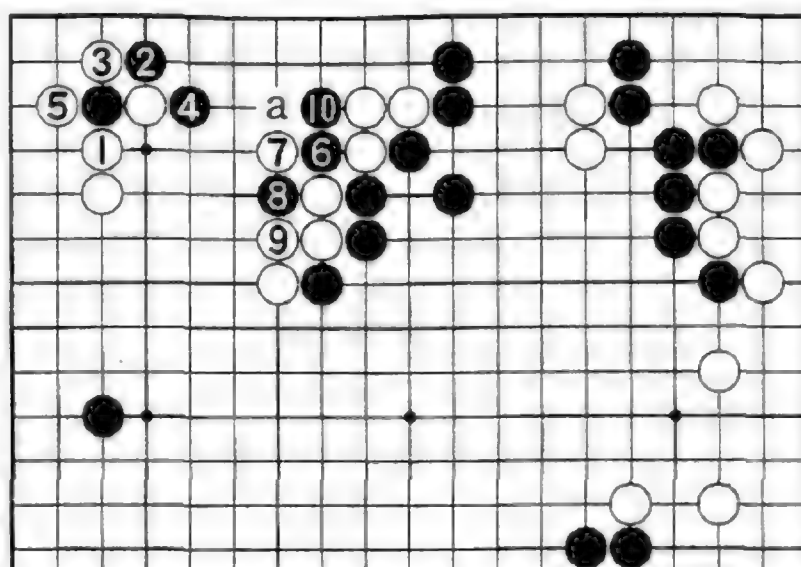
Figure 3 (50-85)

Figure 3 (50-85). The wrong reply.

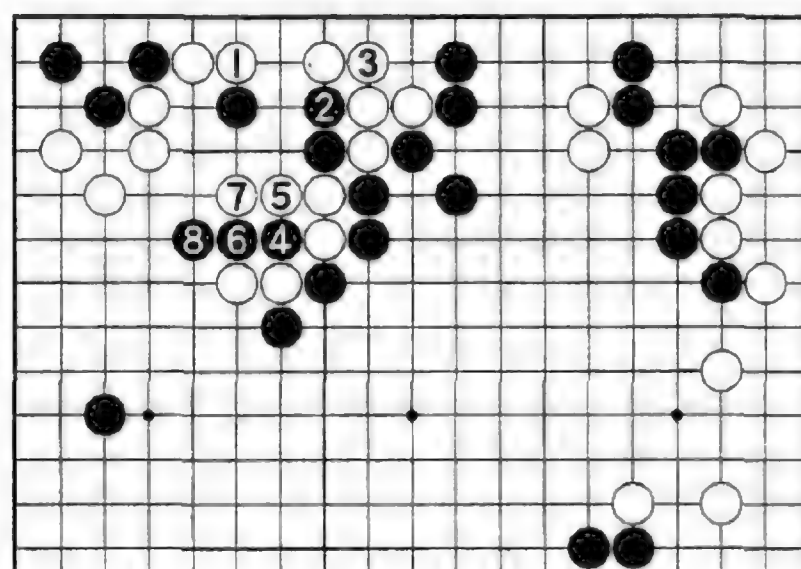
White 58 epitomized Hikosaka's light style and made a striking contrast to his heavy play in the bottom right. Black 69, 73, and 75 typified Rui's aggressive tactics.

White 70 may not have been the best reply to Black 69. White 1 in *Dia. 3* looks superior. Black is aiming to play 2 and 4 in sente, then cut at 6, but White counters with 7. After Black 10, White plays 'a' and willingly gives up the three stones to the right. This is the way

Hikosaka would play normally, but he may still have been upset by his bad result at the bottom.



Dia. 3



Dia. 4

White had no choice about 80. White would like to play 1 in *Dia. 4*, but Black gets a good result from 4 to 8. Black 85 captured four white stones, which looks like a serious setback, but in the sequence as a whole, starting from the attachment at 58, White did not really lose very much.

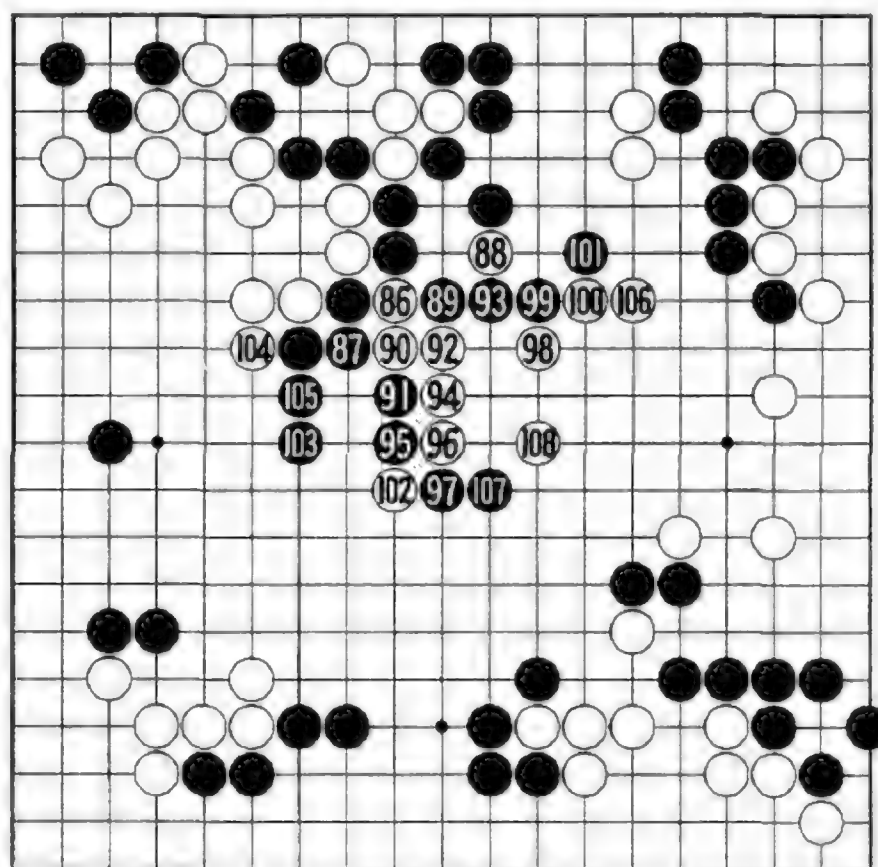
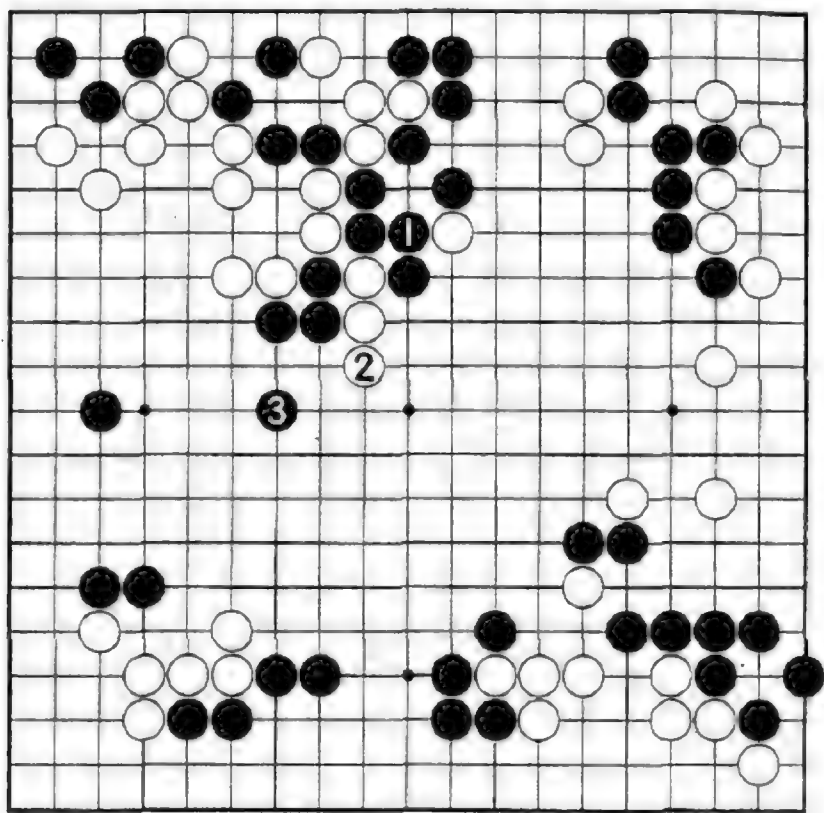


Figure 4 (86-108)

Figure 4 (86–108). *Black resists too hard.*

The reason why White had not lost much was that he could still play the combination of 86 and 88. Black naturally resisted with 89, but then overdid it with another atari at 91. One senses Rui's power behind this move, but it also gave impetus to White. Black should simply have connected at 1 in *Dia. 5*. If White extends to 2, Black plays 3. White's continuation is difficult, and Black is not in a bad position.



Dia. 5

Black 91 let White make shape with 92 to 98, then cut at 102. When White extended at 106, the game was already close. In fact, White may have been set to take the lead now, but he missed the boat by jumping to 108 when Black played 107, and he didn't get a second chance.

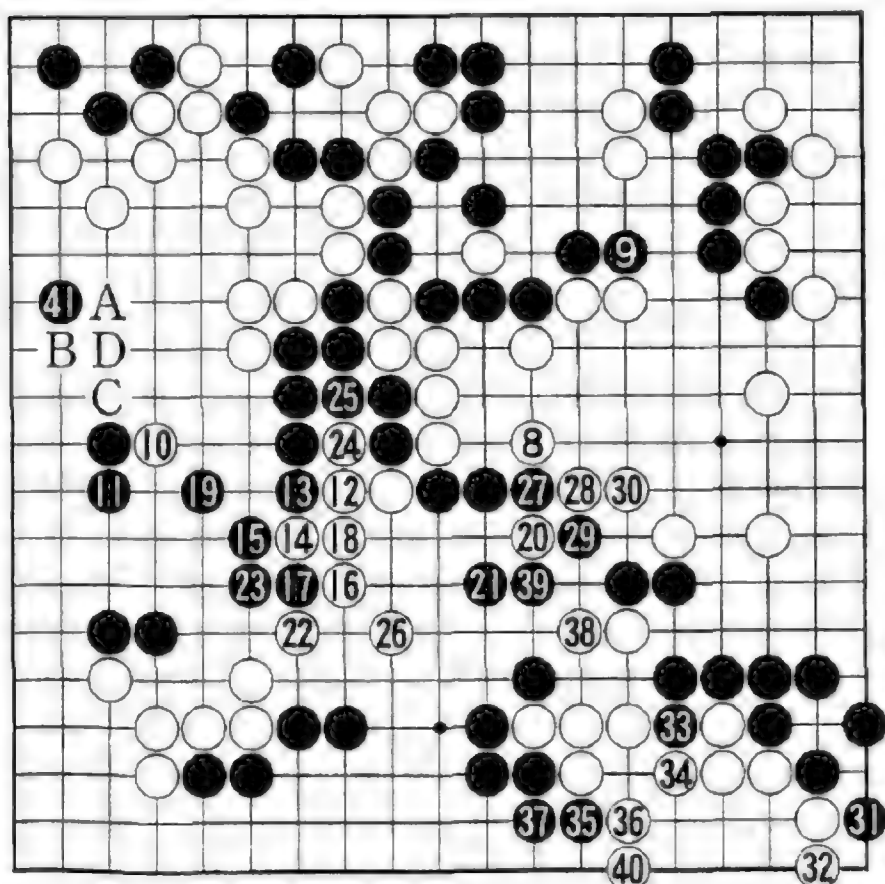
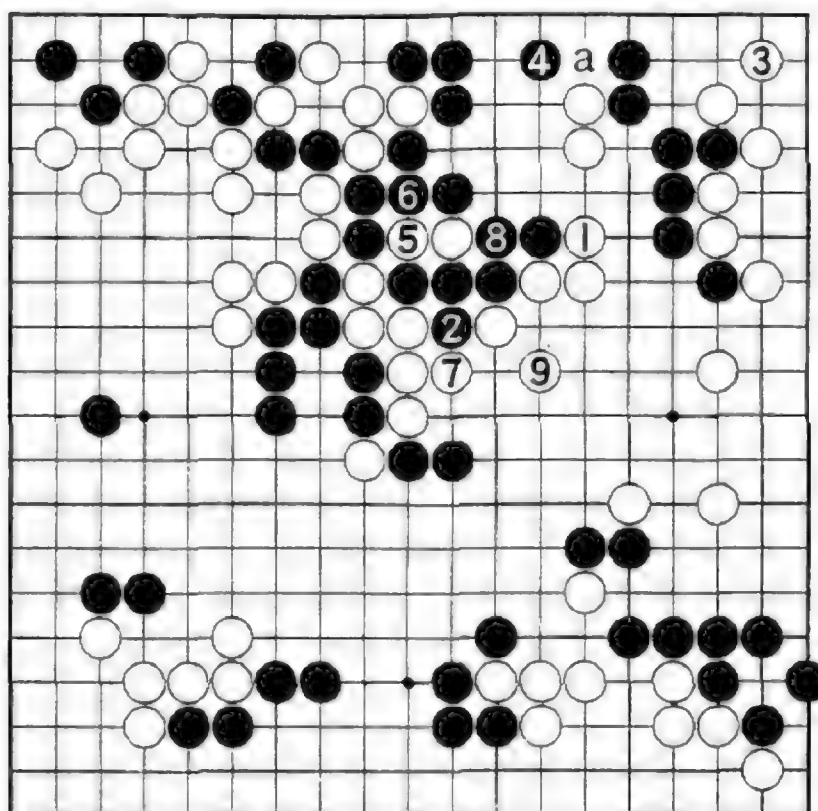


Figure 5 (108–141)

Figure 5 (108–141). *The missed opportunity*

Instead of jumping to 8, White should have turned at 1 in *Dia. 6*. If Black pushes out at 2, White plays 3 in sente, forcing Black to link at 4, then repairs his position with 5 to 9. White 3 in this diagram is worth a lot of territory, and the game is nearly even, perhaps even favorable to White.

Once Black defended the top with 9, she had an easy game, and she proceeded to play safely for the rest of it. An example was Black 41. Black A may be the proper move in this shape, but if White then plays B, Black has to choose between blocking at 41 and letting White cause complications with C, or playing D and letting White crawl out at 41. Since Black was ahead, she could afford to make the safe move at 41.



Dia. 6

Figure 6 (142–267). *Black clinches victory.*

After Black 47 and 49, White had no way to keep Black from winning. By comparing the top right corner in this figure with *Dia. 6*, you can see why White should have chosen *Dia. 6*.

This may be a harsh way of putting it, but I think White went down to a well-deserved defeat. The primary reason was his connection at White 20 in the opening. In his normal style, Hikosaka would never allow Black to play both 21 and 25 in *Figure 1*. At that point he had already let the game slip away from him.

Black wins by 4 1/2 points.

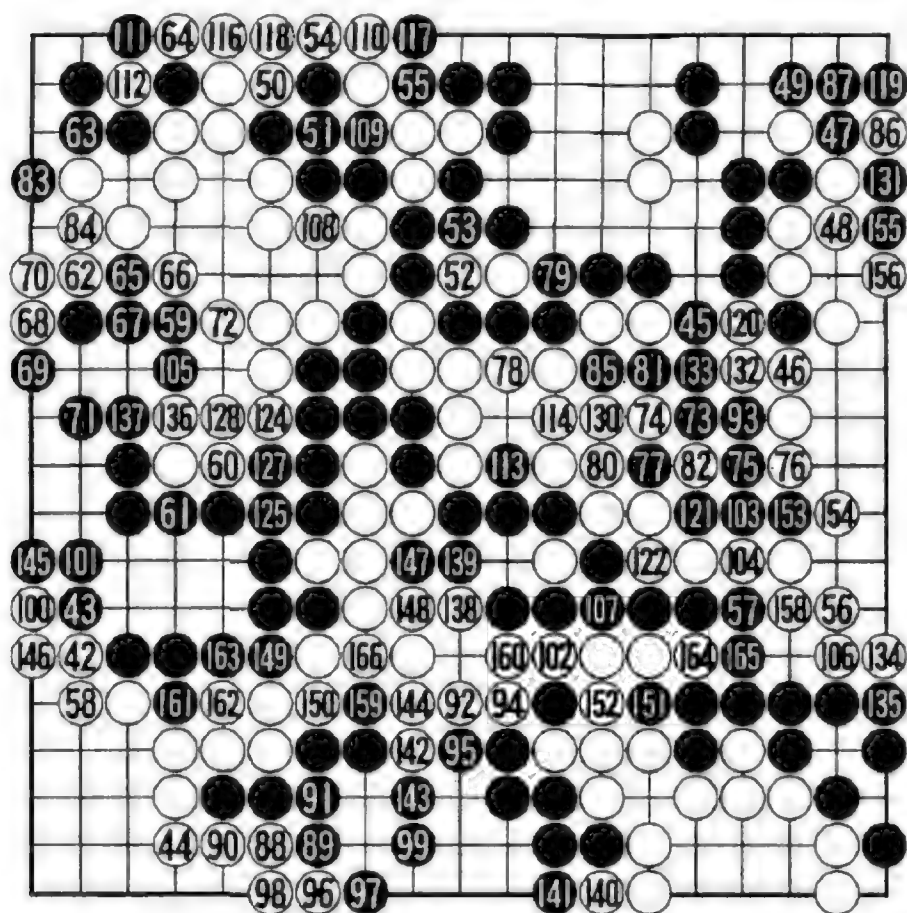


Figure 6 (142-267)

Ko: 115 (beside 112), 123 (at 77); 126 (at 82);

157: connects at 86; 167: at 82

Second Round

White: Lee Chang-ho 9-dan (Korea)

Black: Zhou Heyang 8-dan (China)

Played on April 10, 2000

Commentary by Ishida Akira 9-dan

Figure 1 (1-27). Black sits tight.

Two-time Fujitsu Cup-winner Lee Chang-ho and China's young hopeful Zhou Heyang fought an outstanding game in the second round. There is too much to cover in a short commentary, so the comments will have to be limited to the main points.

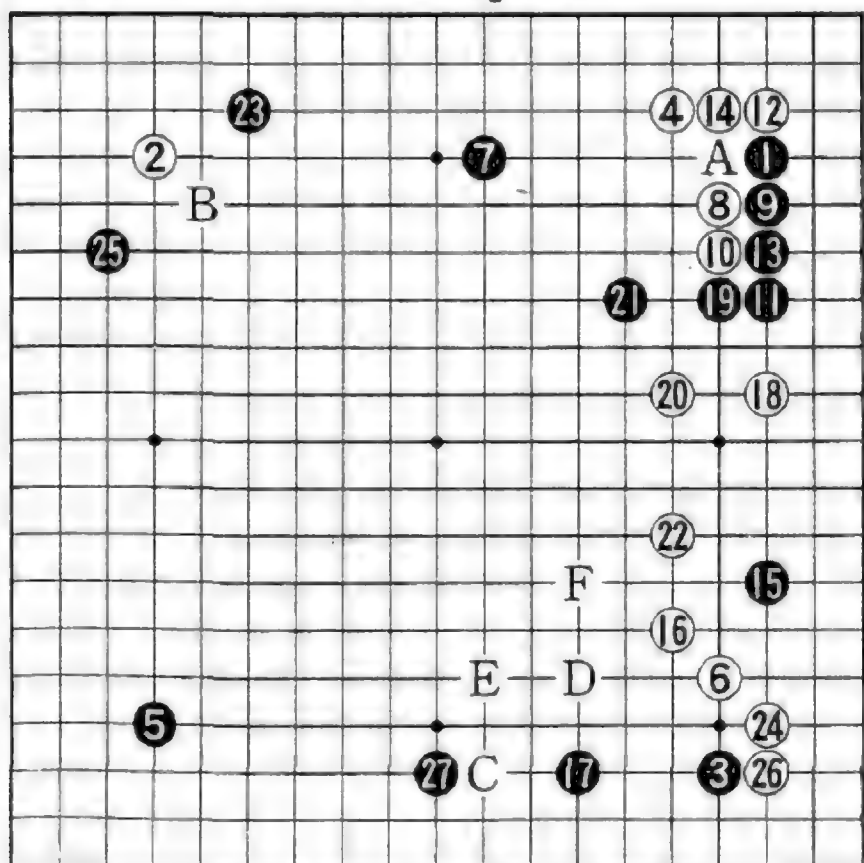
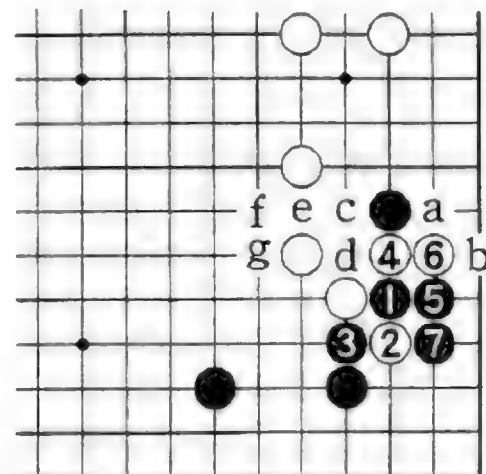


Figure 1 (1-27)

Black 13 can be played at A, but there is a ladder involved, which interested readers can investigate on their own. The first move I have doubts about was Black 23. I wonder what Lee was planning to do if Black had played directly at 1 in *Dia. 1*. Given the continuation up to Black 7, White has to add a stone to prevent the lettered sequence from Black 'a' to Black 'g'.



Dia. 1

Black could have played 27 at B. Perhaps he did not want to allow White C, but there is nothing wrong with White C-Black D-White E-Black F.

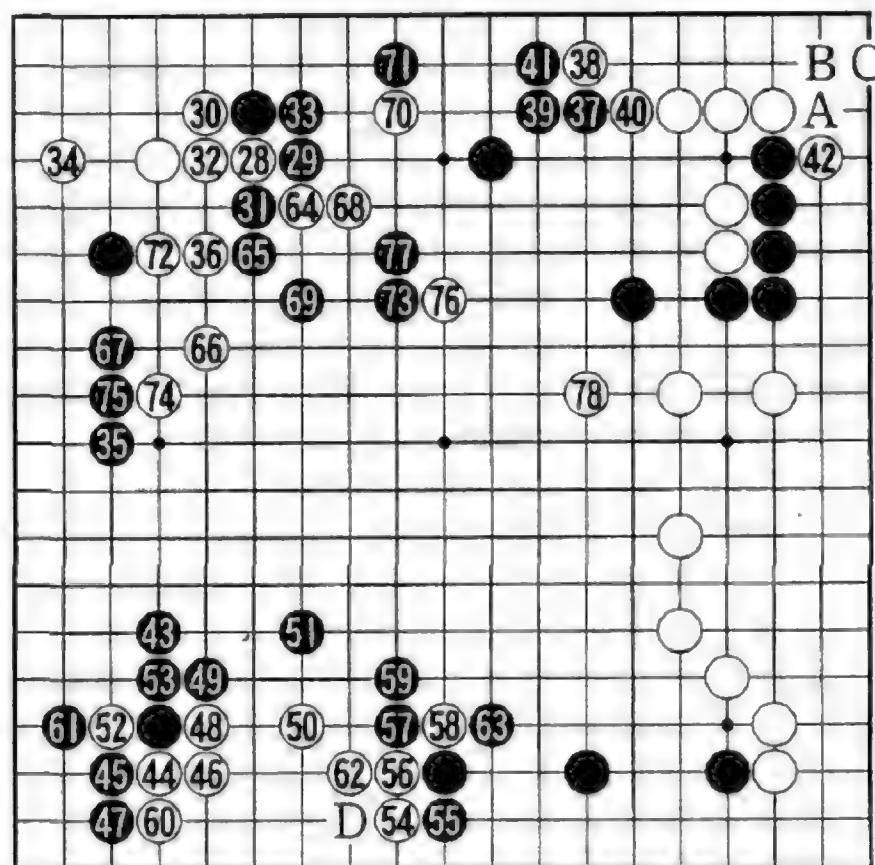


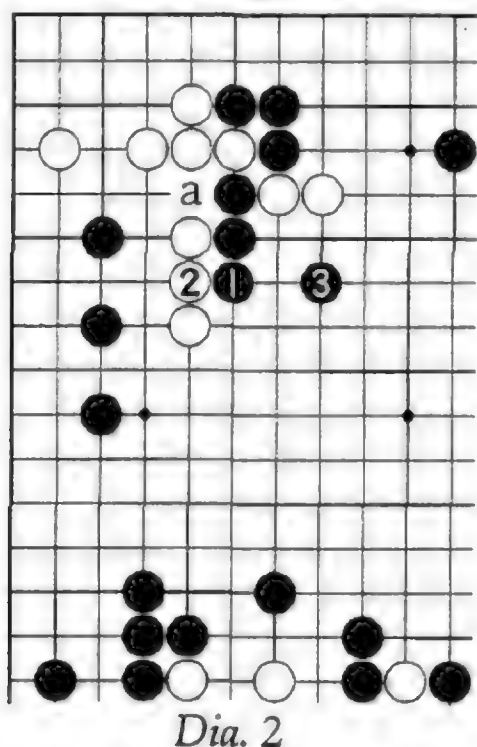
Figure 2 (28-78)

Figure 2 (28-78). A waste of sente

Black 37 was a key point, threatening Black A-White B-Black C and forcing White to defend at 42. To prevent this, White could have considered playing 36 at 37. That would let Black surround the top left corner at 36, but even if surrounded, the corner would be safe for the time being.

Having gotten sente, Black made poor use of it at 43. A move at the 3-3 point (at 45)

would have defended the corner better. White 44 was obvious, and White lived happily up to 62. White 54, though natural, was a key move in this sequence. If White plays 54 high at 57, Black undercuts him at D. Black had to answer 54 at 55, because if he pressed down at 56, White would crawl forward at 55, gaining points on the right side.



Dia. 2

White's cut at 64 was questionable. White could have taken a sure lead if he had simply protected the right side by jumping to 78. Black, for his part, should have played 69 at 1 in Dia. 2. If White plays 2, Black jumps to 3, leaving the cut starting from Black 'a' and punishing White's mistake at 64.

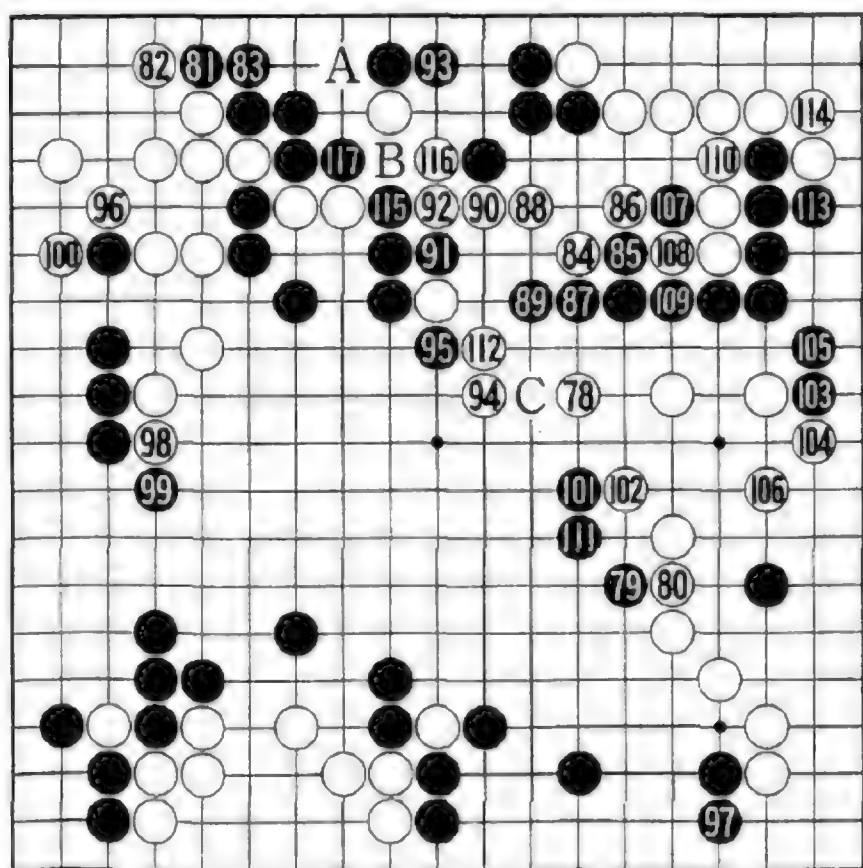


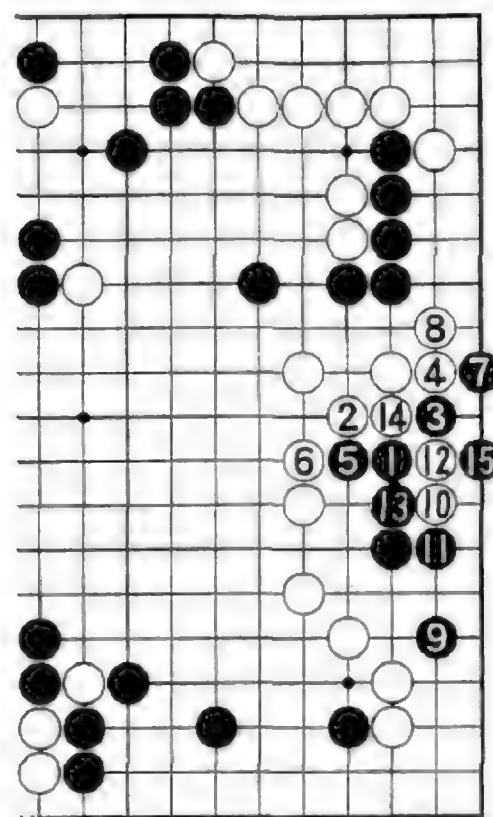
Figure 3 (78-117)

Figure 3 (78-117). Black's play improves.

White 78 was an ideal move, forestalling any action by Black on the right side. Before

White played 78, Black could have lived in ko with the sequence in Dia. 3, for example, although the timing was difficult because of the weak black stones above. After White 78, Black had no such means at his disposal.

Black 81 and 83 were large, preventing White A-Black B-White 83 while putting pressure on White's top left corner. From here on, Zhou showed that he was every bit as good as Lee at the endgame. It's hard to beat a player who gets stronger as the game progresses.



Dia. 3

White seemed to be doing well up to 92, but he couldn't gain very much because he was burdened with a debt in the top left corner. Note that Black couldn't play 91 at 92, because of White 91-Black 115-White 112, endangering the black group on the right side.

White 100 defended the top left corner, but this move was unworthy of Lee. The corner was in danger, but not in mortal danger. White should have played 100 at 105, threatening to connect at 115, which would leave Black's entire group short of eyes. White 105 would have been worth nine points in sente. The game suddenly became very close when Black played 101 to 105 (101 was a good move).

White had to play 112 to avoid being cut apart by Black C. Watching the fight Zhou put up here against the world's premier player, one can understand why Zhou is so highly regarded.

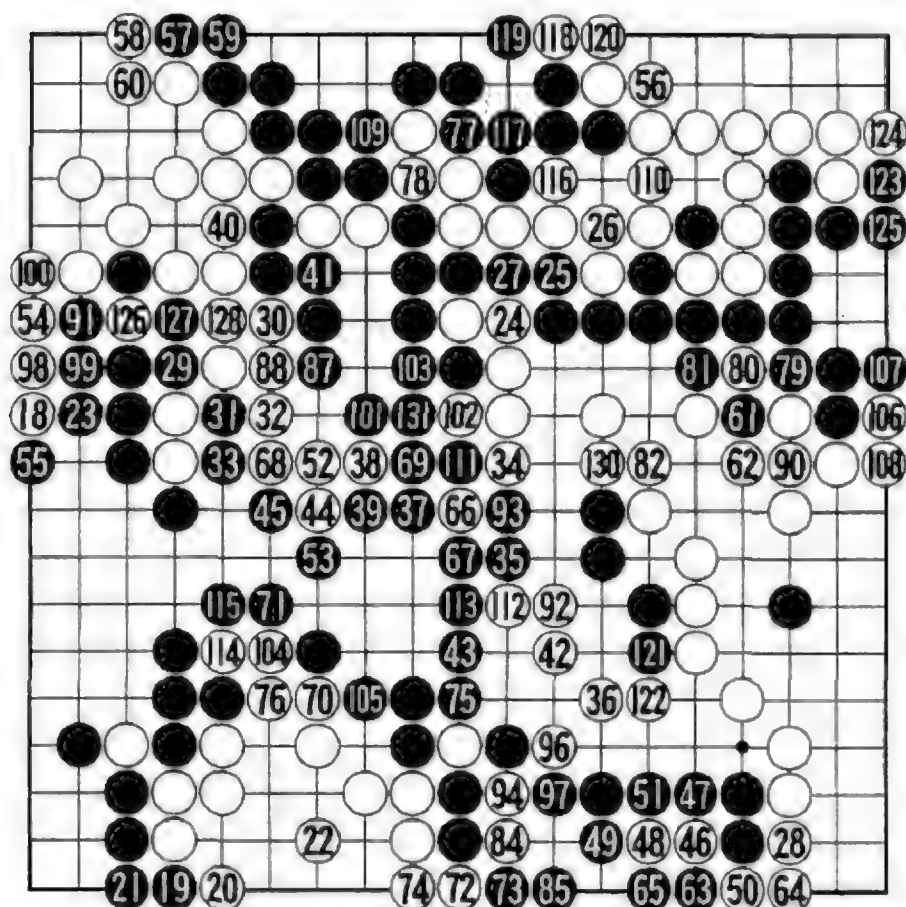


Figure 4 (118–232)

Ko: 83 (at 61); 86 (at 80); 89 (at 61);
95: connects below 75; 129: connects at 80;
132 connects above 126

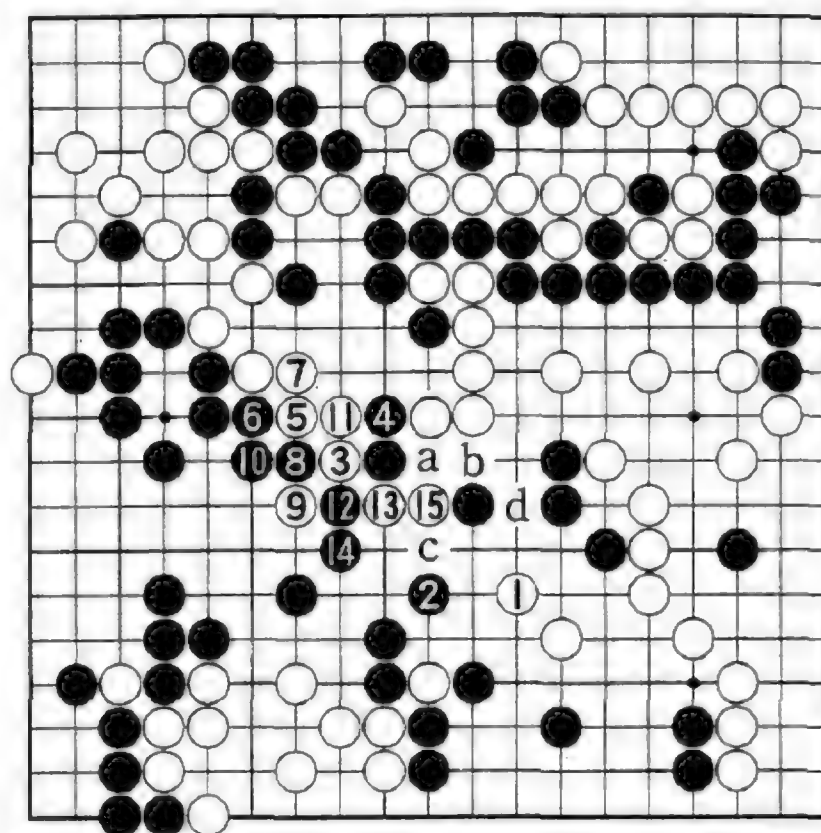
Figure 4 (118–232). Black takes over.

At the point when Black made a big two-stone capture with 31 and 32, I have no idea who was ahead. The remaining endgame in the center was impossibly difficult. I can't decide whether or not White should have played 34 at 111, but I do think he should have played White 38 at 1 in *Dia. 4*. There are many

variations following White 3. To take just one example, if Black plays 4, White follows with 5 to 15, then picks up the stones to the right with Black 'a'–White 'b'–Black 'c'–White 'd'. Some of the other variations involve capturing races, and the position is very intricate, but regardless of which variation is followed, White comes out better than he did in the game, or at least I think so. In the game, Black 45 worked perfectly, and Black 61 added the finishing touch. It was around here that Black took over the lead.

Black wins by 1 1/2 points.

From June 2000 *Gekkan Go Warudo*. Translated by James Davies



Dia. 4



Rui Naiwei is stopped by Kobayashi Satoru in the second round of the Fujitsu Cup, putting an end to her dream of becoming a world champion, at least for this year.

The 24th Kisei Title Match: Game Six

Cho Chikun vs. O Rissei

We continue our report from GW88 on the Kisei title match with the sixth and final game.

Game Six

White: O Rissei Oza

Black: Cho Chikun Kisei

Played on March 8 & 9, 2000

Commentary by O Rissei.

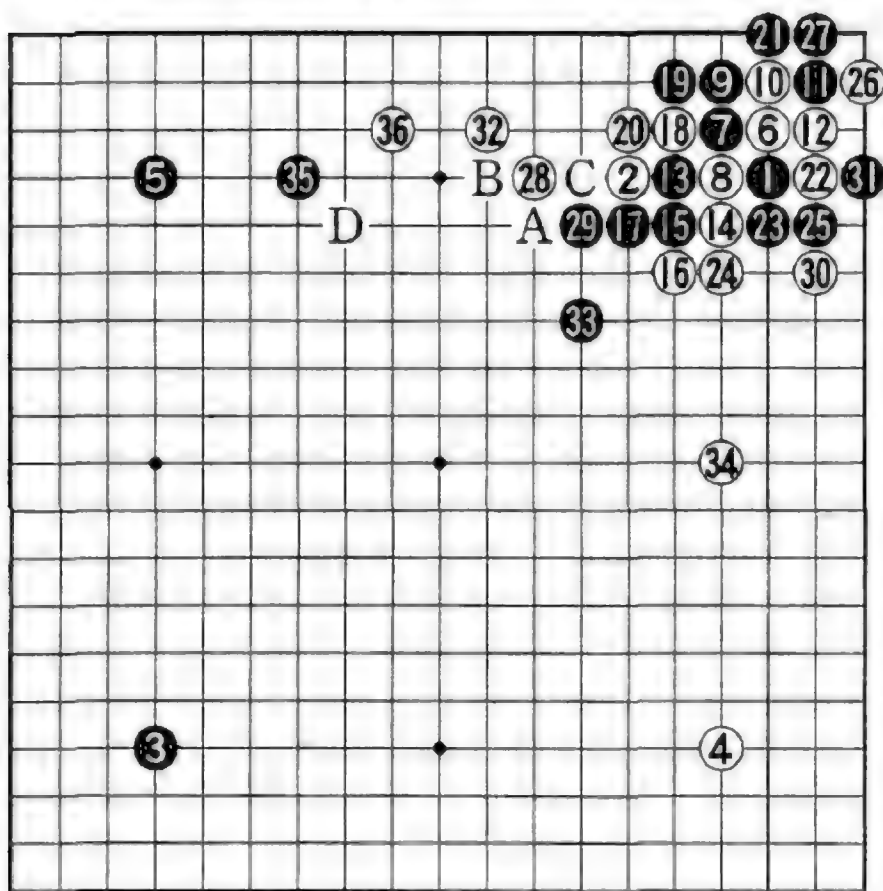
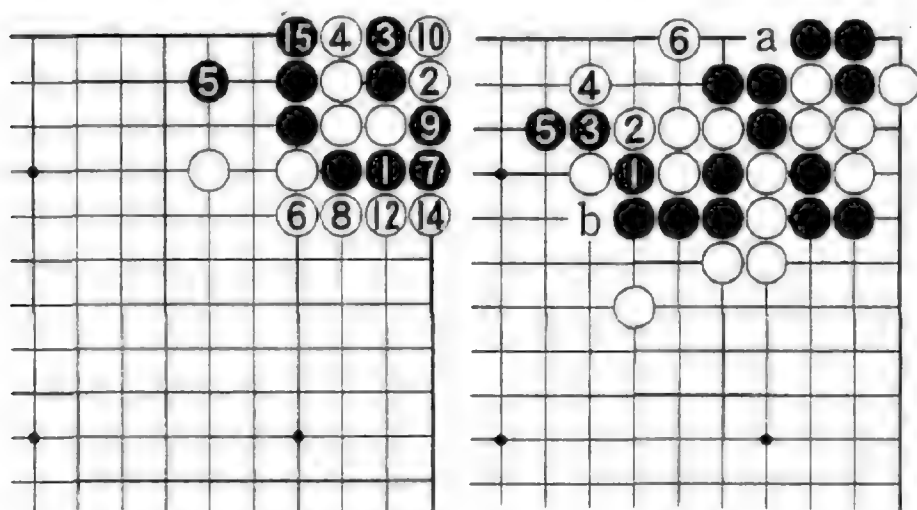


Figure 1 (1-36)

Figure 1 (1-36). *In trouble early*

I had already decided to approach at White 2 if Black started on the three-four point. I wanted to take the initiative — to make the game proceed at my pace.



Dia. 1

11: left of 2; 13: at 3

Dia. 2

The joseki in *Dia. 1* is rarely seen these days, because it gives White too much

strength. Black 13 and 15 are the alternative, and White got into trouble here by letting Black play 33. This was the key point for both sides, so White should have played there with White 30 before Black had the chance. Then Black would have had to push at A, and White could have extended naturally along the upper side with B.

Black could not have answered White 33 by pushing in at C and cutting, because White 4 and 6 in *Dia. 2* threaten both 'a' and 'b'. White 30 was an extremely bad move that destroyed this tesuji. Now White had to play 32 and concede 33 to Black.

One's first impulse is to play White 36 at D, but that does not give White a stable base on the upper side. The one-space extension to 36 was an act of patience, played in order to draw the game out. In an odd way, this may have been a factor that led to White's victory.

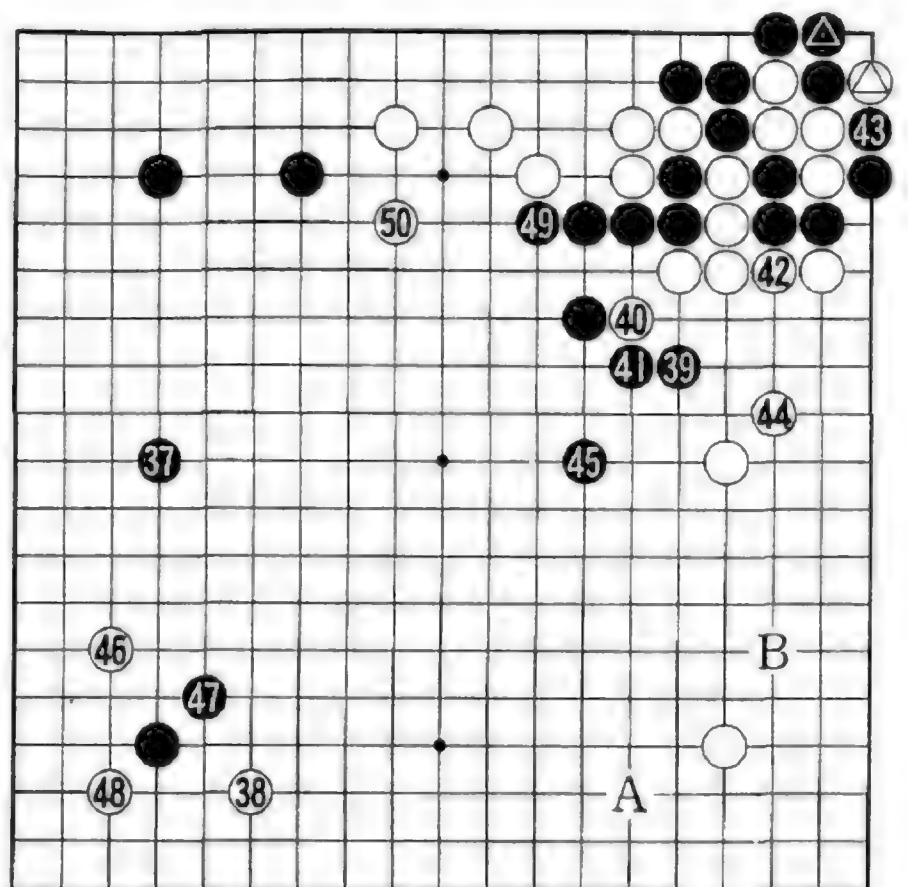
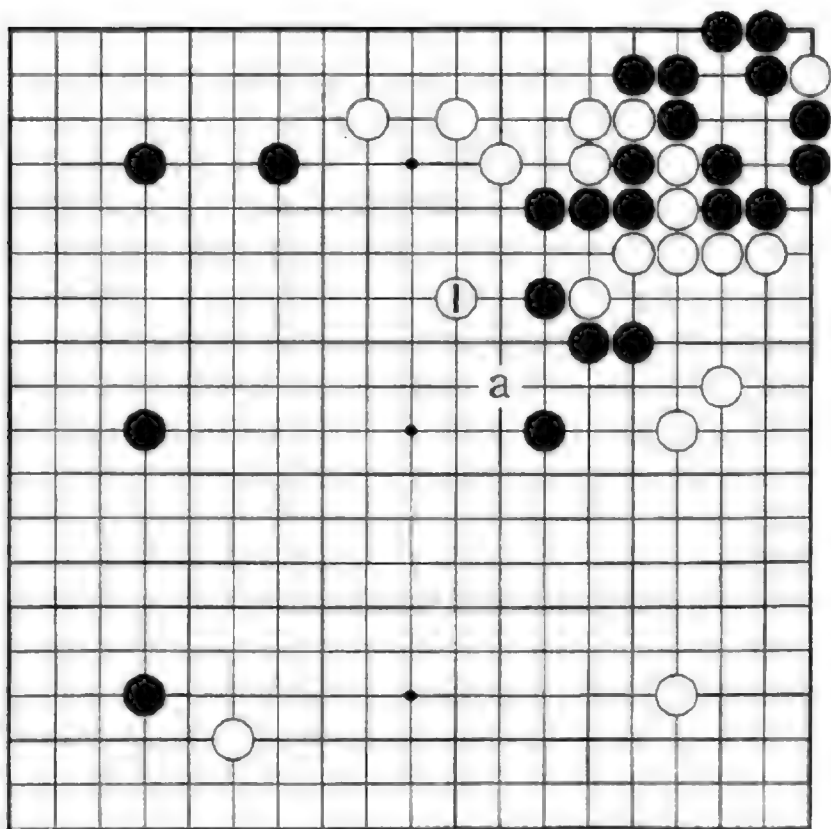


Figure 2 (37-50)

Figure 2 (37-50). *White recovers.*

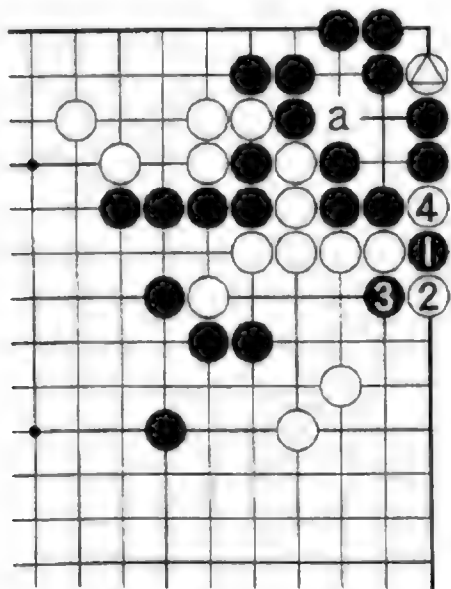
Black could play 37 at A, but Cho is not one to approach the corner from that direction. If he approached at all, it would be from the other side at B, to attack the white group above. He must have decided that B would be premature, so he took the large point at 37 instead.

Black 39 was intended as a light forcing move, but Black ended in gote at 45, due to White's diagonal contact play at 40. White now recovered from his bad start in *Figure 1* by playing a second approach move at 46.



Dia. 3

Apparently the situation would have taken an even better turn if White had played 1 in *Dia. 3*, but that move never even occurred to me. It was pointed out by Cho after the game. White 1 is a hard move for Black to answer, for which reason Cho said he should have played Black 45 at 'a'. During the game I was grateful for the 49–50 exchange, not realizing that Black was using it to prevent *Dia. 3*. Black 49 was actually a good move in that sense, and I had missed a golden opportunity.



Dia. 4

Incidentally, there was a reason for the exchange of the marked stones in *Figure 2*. This exchange makes it hard for Black to start a ko with 1 and 3 in *Dia. 4*, because after White 4, White threatens to cut at 'a'.

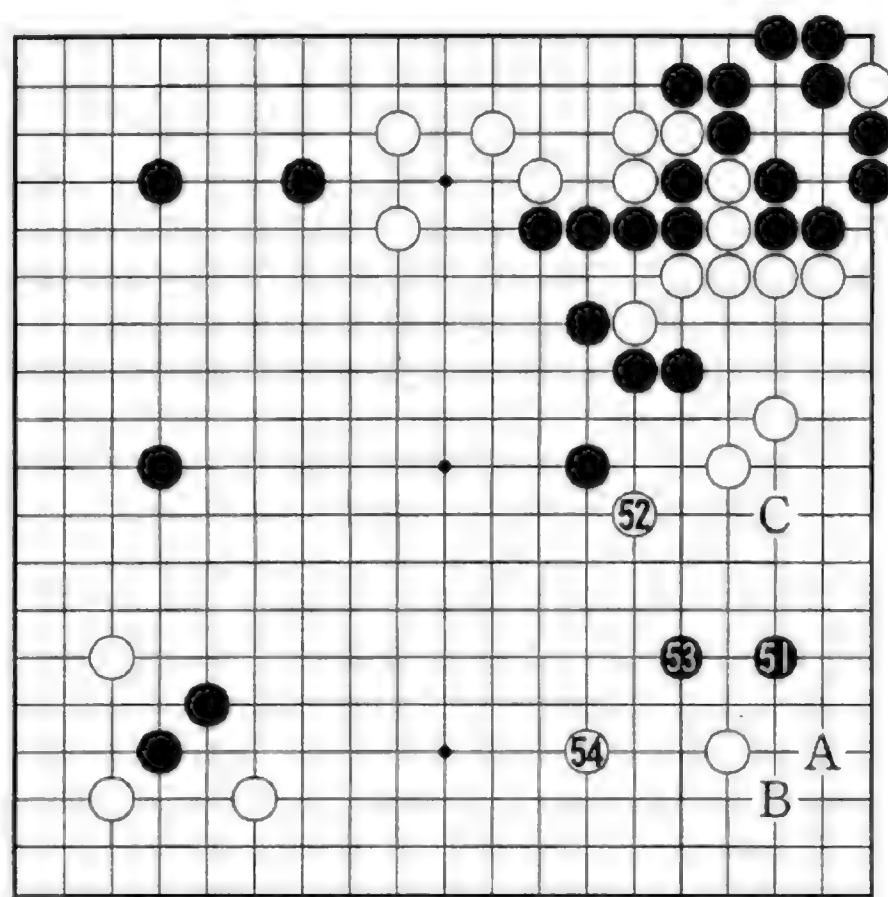
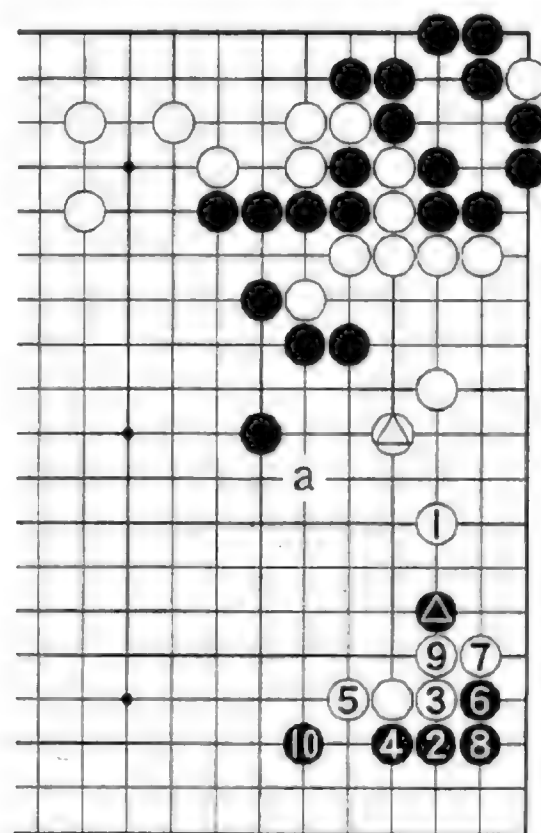


Figure 3 (51–54)

Figure 3 (51–54). Two reasoned moves

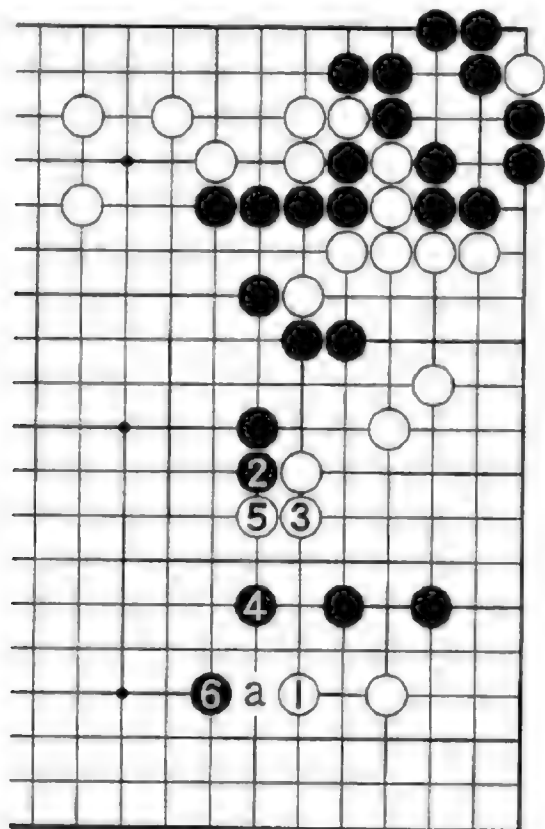
Now Black entered the right side, approaching the corner and threatening the white group above, as mentioned earlier. White could not reply timidly at 1 in *Dia. 5*, thinking only of his own safety. Black would take the corner with 2 to 10, leaving White 1 redundant, since the marked black stone was already pincer by the marked white stone. The ideal location for White 1 in *Dia. 5* is at 'a', which is why I played White 52 there. This may have been the only right move.



Dia. 5

For two reasons, I answered Black's jump to 53 with a two-space extension at White 54.

One reason was that the normal one-space extension would invite Black A–White B–Black C, C being a vital attacking point. Given these moves, the two-space extension to 54 is more efficient than a one-space extension would be.



Dia. 6

The other reason was *Dia. 6*. If White 1 is followed by the sequence up to White 5, which was actually played, Black 6 is troublesome. If White 1 were at 'a', White would not have to worry about Black 6.

Cho must not have expected the two-space extension, because he went into a long huddle here.

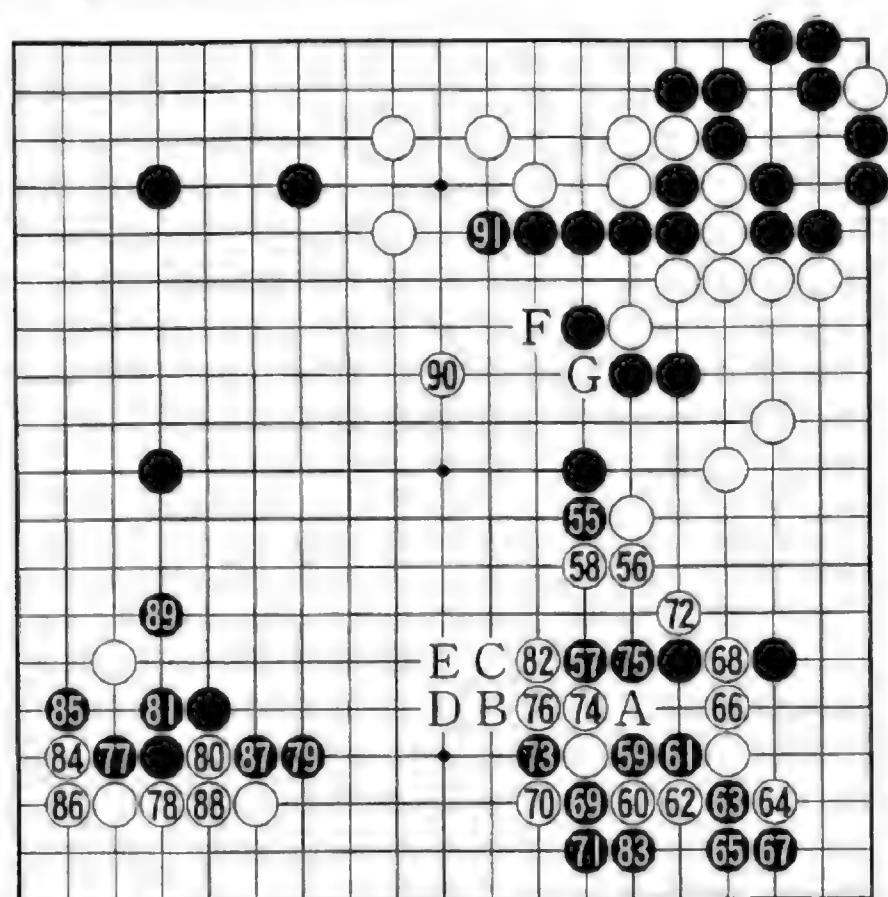
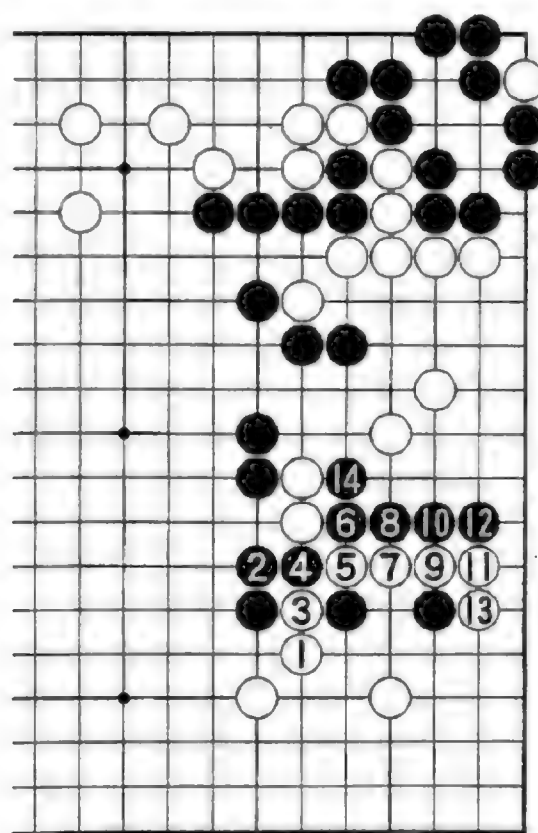


Figure 4 (55-91)

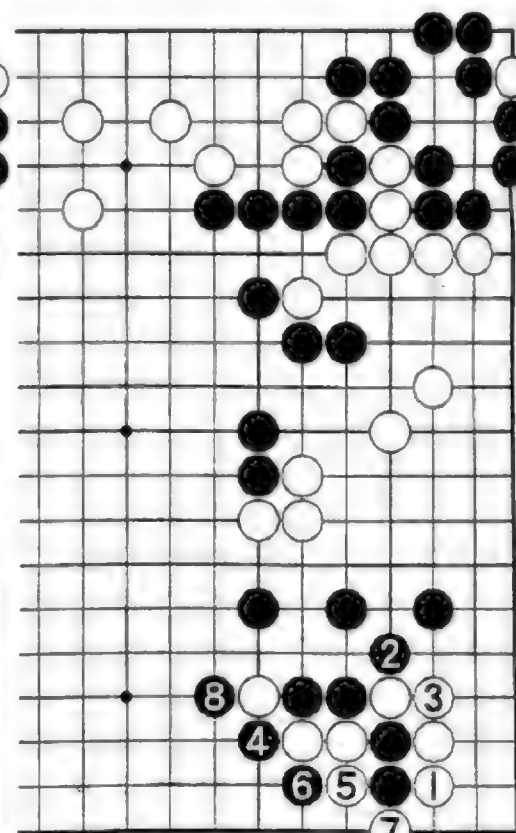
Figure 4 (55-91). Facing difficulties

After much thought, Cho selected the

most commonplace moves at Black 55 and 57. White would like to exchange White A for Black 75 before playing 58, but Black would shut White in with 2 in *Dia. 7*. White 3 to 13 are shown just to demonstrate that they don't work. White had no choice but to play 58 and face the difficulties created by Black 59, 61, and 63.



Dia. 7



Dia. 8

If White plays 66 at 1 in *Dia. 8*, the moves through Black 8 follow, and White has no further attack. This plan was rejected. White 66 was a key point that White could not afford to let Black have. Through Black 73, Black gained strength while White turned the right side into territory, probably a fair exchange.

White 74 could be played elsewhere, but since I had the opportunity to escape here, I took it. Black could have played 75 at A, followed by White 76–Black 82–White B–Black C–White D–Black E, but it's hard to say whether this would have been better than Black 75.

The game proceeded through Black 89, and at this point I did not think I was doing badly. I expected the outcome to be decided by fighting that would move from the center into the left side, so I set to work on Black's central group with White 90, but the key point in this shape was White F. I should have traded F for Black G, then played White 91, strengthening my own group while harassing Black's. Then I could have marched right into the left side. Instead, I was drastically weakened by Black 91.

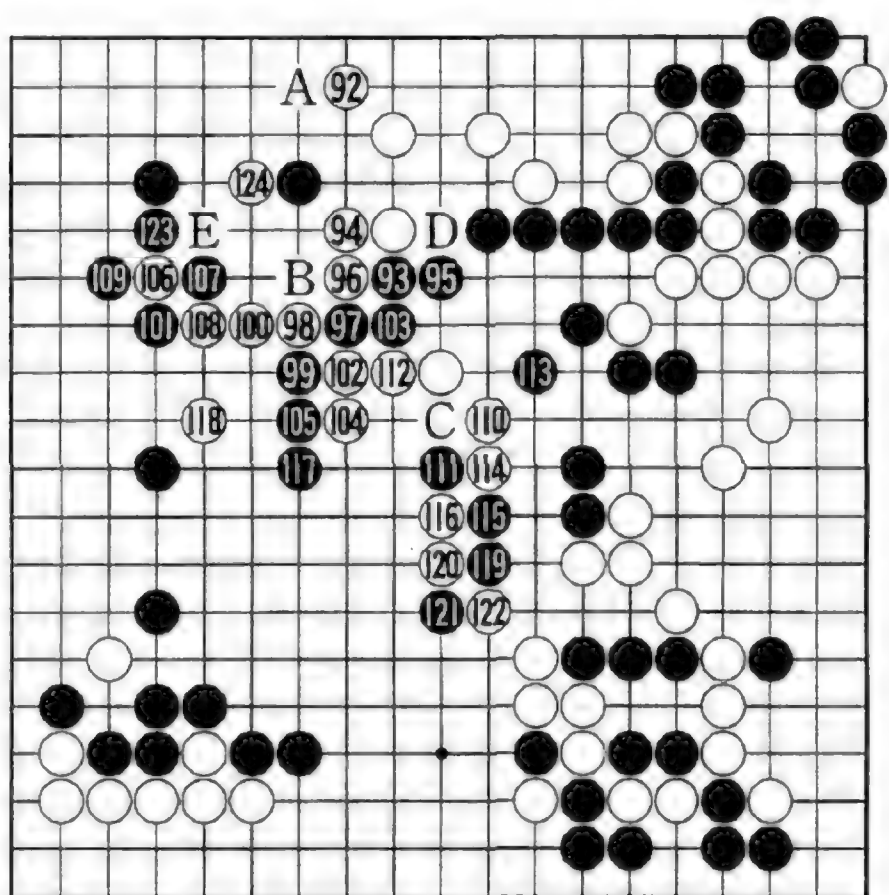
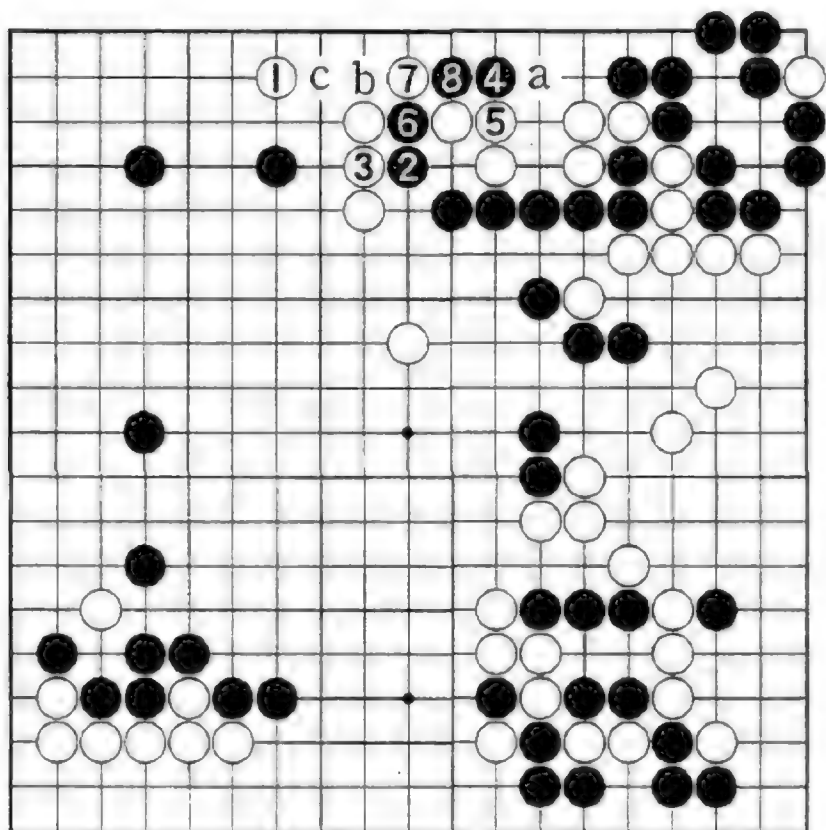


Figure 5 (92-124)

Figure 5 (92-124). Relentless moves

With 92, White would like to go as far as A, but Black 2 to 8 in *Dia. 9* threaten 'a' and 'b'. This maneuver does not work if White 1 is at 'c', as in the game.

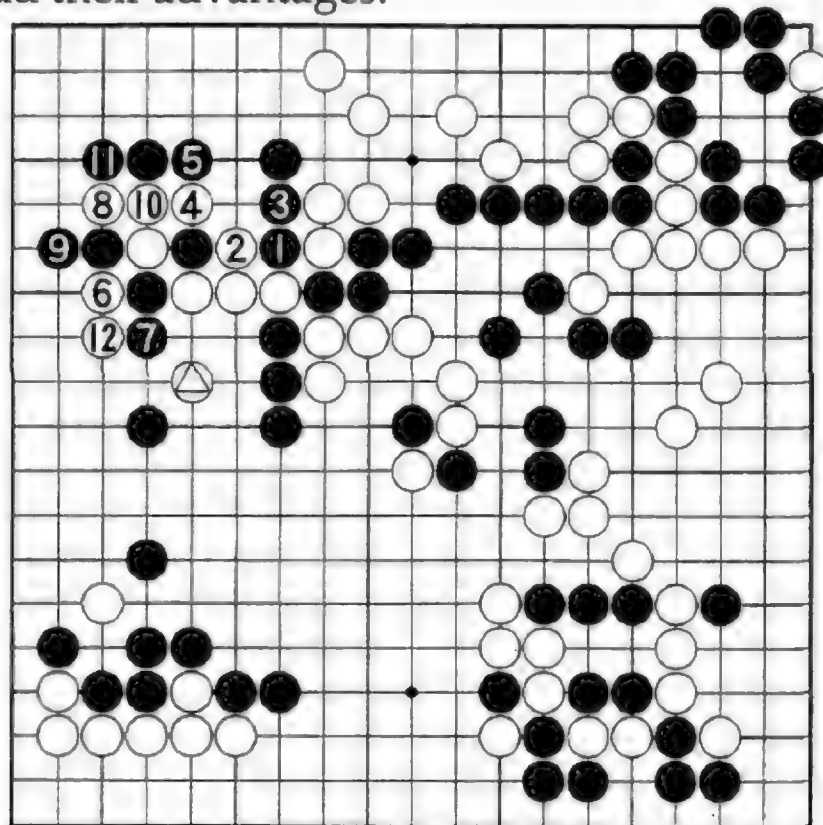


Dia. 9

After Black poked his head out at 93 and 95, White had a tough fight on his hands. Cho kept playing relentlessly at Black 101 (instead of the more normal 102) and Black 105. Cho never considers anything but the strongest moves. Black 105 threatened to cut at B, so White defended with 106 and 108, but Black B remained menacing.

Perhaps I should have played White 112 at C, to get more power in the center. White 112

made White D sente, however, so both moves had their advantages.



Dia. 10

At 118, White could prevent the cut at B in sente by exchanging White 123 for Black E. This exchange is highly unprofitable, but that would not matter if White could capture the black group in the center. The black group does not die, however, so I played White 118 to protect against the cut indirectly. Note the effect of the marked stone in *Dia. 10*.

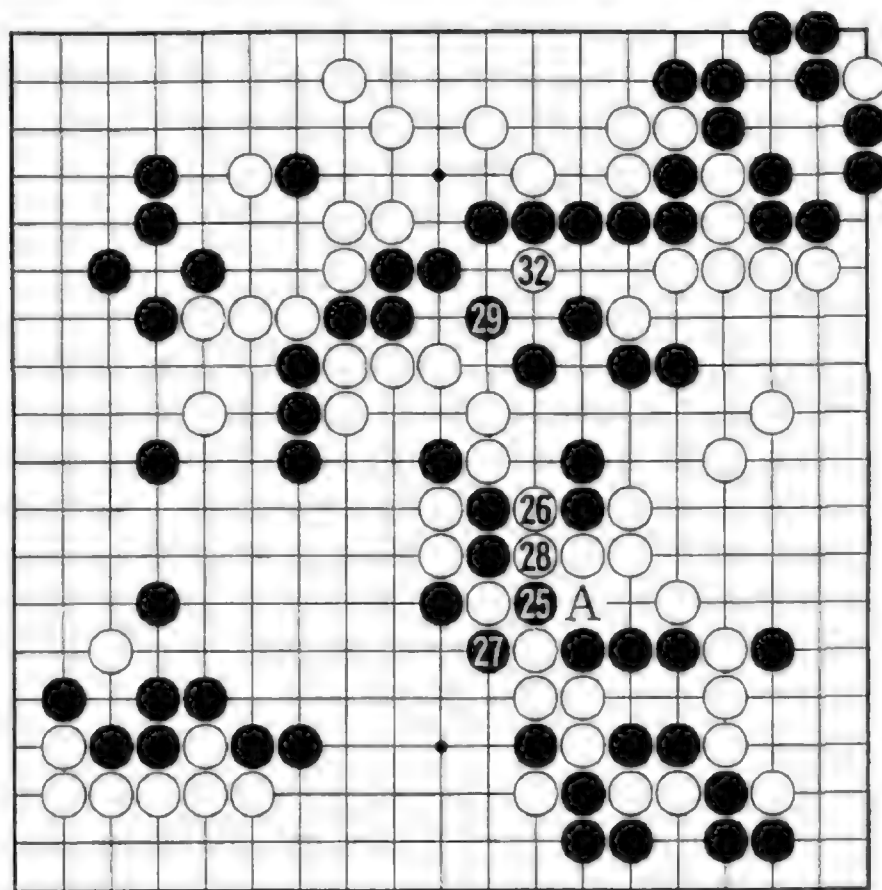
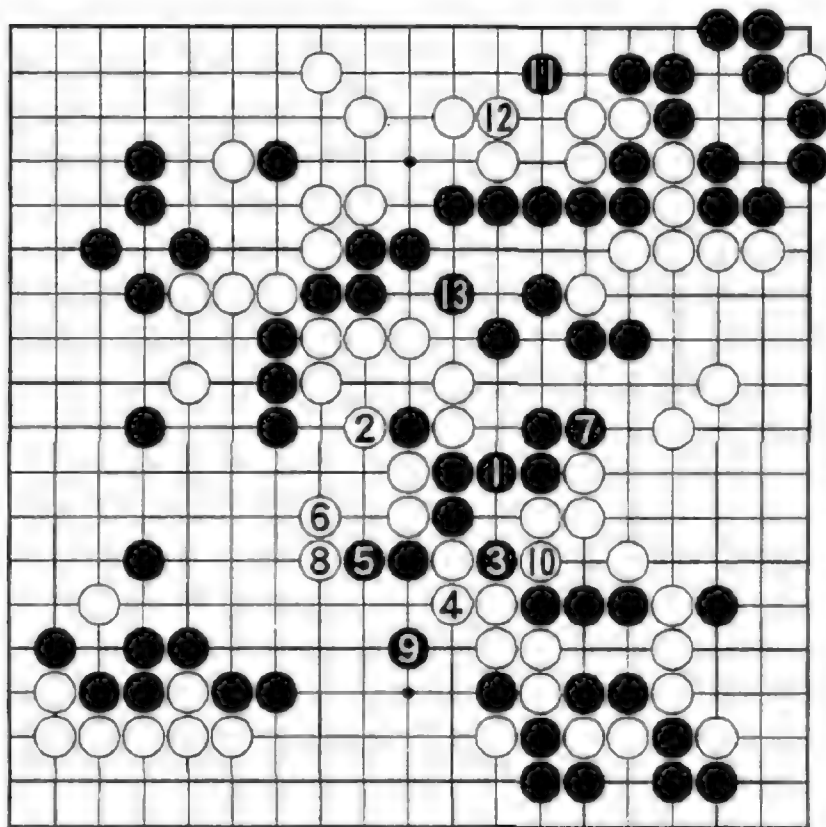


Figure 6 (125-132)

30: captures; 31: recaptures

Figure 6 (125-132). Anticlimax

Black 25 lost the game. The black group died when White played 26, 28, and 32. Black could have used 31 to live, but then White would have taken a clear lead by capturing at A.

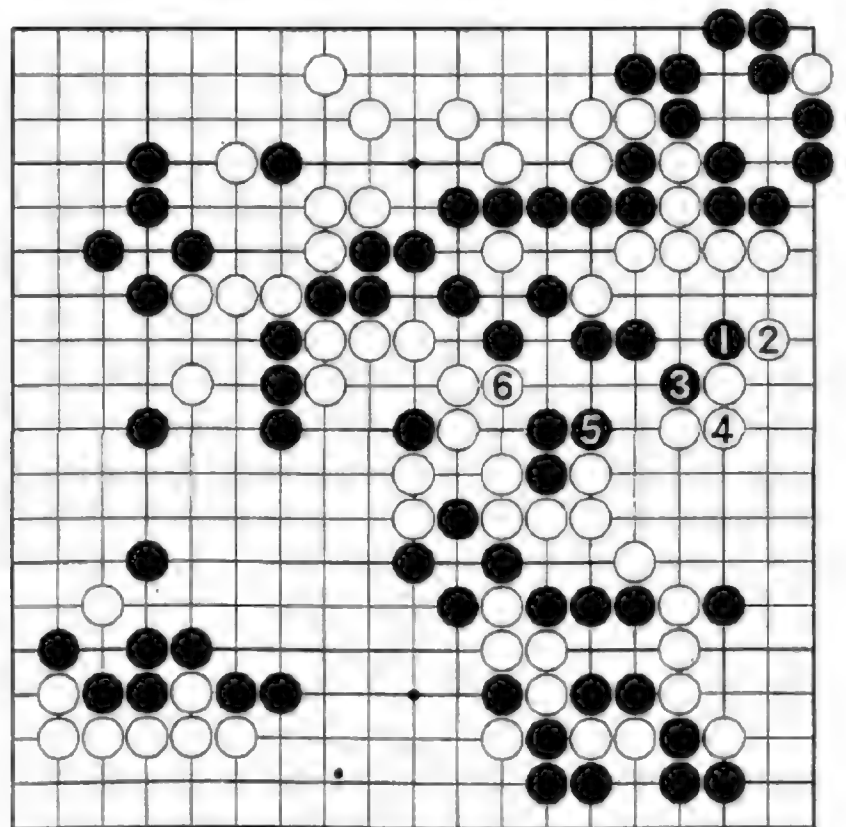


Dia. 11

Black should have played 25 at 1 in *Dia. 11*, reaching an excellent living position through 13. At the time, I thought the game would still be even, but now that I take a more collected look at it, Black seems to be somewhat ahead. There are still some difficult points left to be resolved, so White may have some chance.

Cho had probably seen an illusion of life in

Black 1 to 5 in *Dia. 12*, but White plays 6, and Black cannot get a second eye.



Dia. 12

Though it ended in a sudden anticlimax, this is a game I will never forget. All six games in this series were painful experiences, forcing me to realize how far I fail to measure up. I'll make an effort to play games more worthy of the Kisei title in the future.

Black resigns after White 132.

From *Gekkan Go Warudo*, May 2000. Translated by James Davies.

The 55th Honinbo Title Match

Cho Sonjin vs. O Meien

Game One

White: O Meien, 9-dan

Black: Cho Sonjin, Honinbo

Played on May 24, 2000

Commentary by Yamashiro Hiroshi, 9-dan

It's been a long time since one of the three big two-day title matches hasn't featured Cho Chikun as one of the players. Last year, Cho Sonjin broke Cho Chikun's ten-year reign as Honinbo. Halfway through the league, it looked as if the former Honinbo was on his way to becoming the challenger for a return match, but he faltered in the end and the honors went to O Meien, a 38-year-old Taiwanese player. This is O's first appearance in a major title match, but he is having a good year and seems poised to become the challenger for the Meijin title as well. Unfortunately, the game

below was not one of O's shining moments. He misread a ladder and had to resign after only 59 moves. What counts, however, is that he recovered and lost only one more game in the match to take the Honinbo title.

Figure 1 (1–29). A lively opening

This game was played on Cho's native soil in Seoul, Korea. His parents turned out for the pre-game ceremonies, as did three of the world's best professional players, Cho Hun-hyun, Yoo Chang-hyuk, and Lee Chang-ho. Facing this audience, O said that as challenger, he wanted to play a lively game, and he did so with White 4, 6, and 16. Cho chose a classic joseki in the top right, avoiding the large avalanche (Black 9 at 10), which has some troubling (for Black) new variations.

After thinking for half an hour about Black 19, Cho thought for no time at all about Black 21, but Black 1 in *Dia. 1* may have been better. If White caps at 2, Black can jump to 3, instead of making the awkward knight's move at 23. Capping at 28 seemed to give White the better opening, but Cho showed his tough streak with the attachment at 29.

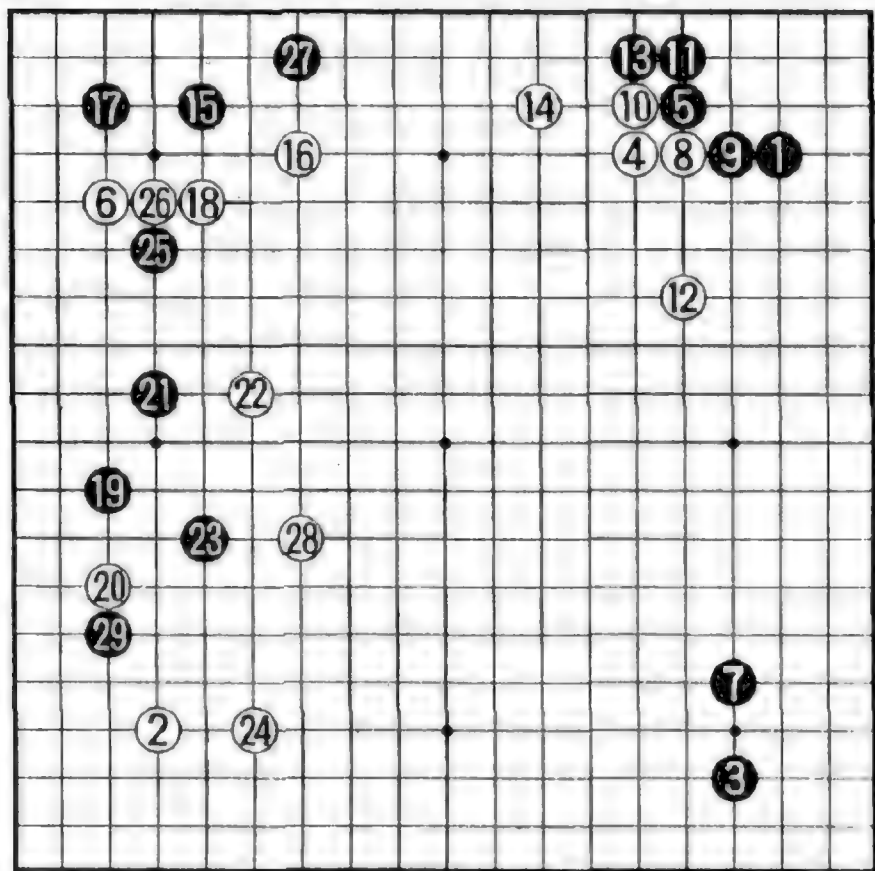
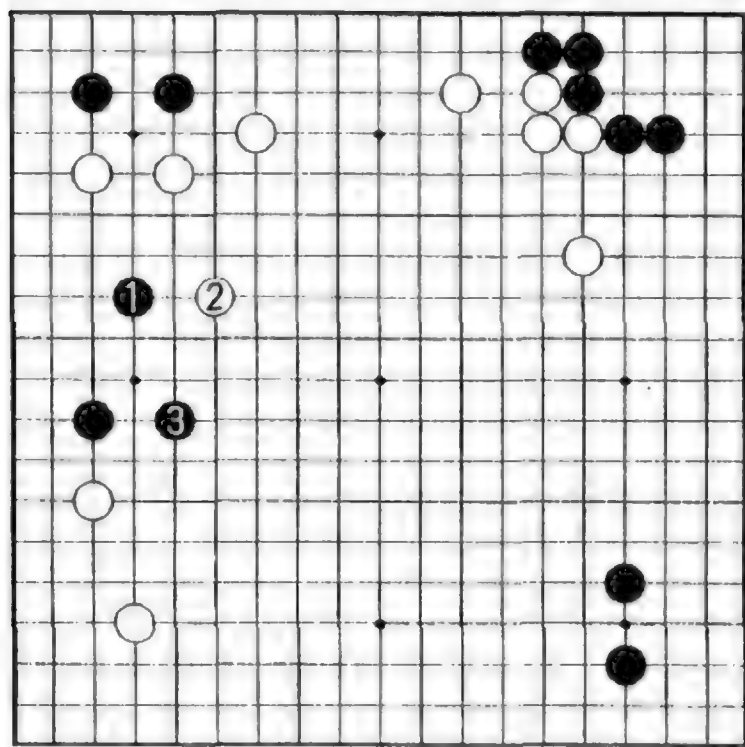


Figure 1 (1-29)



Dia. 1

Figure 2 (29-48). Valiant moves

White could have answered 29 at A, but he played 30 instead, trying to prove that Black 29 was a bad move. Black switched away to make another attachment at 31, starting a contact fight that continued through Black 41. Here White jumped valiantly to 42, but he should have captured the three black stones with 1 in *Dia. 2*. O was worried that Black

would counter with 2, but White could answer that with 3 to 11.

White 44 to 48 were played in the same spirit as 42, to keep Black too busy to do anything with 29.

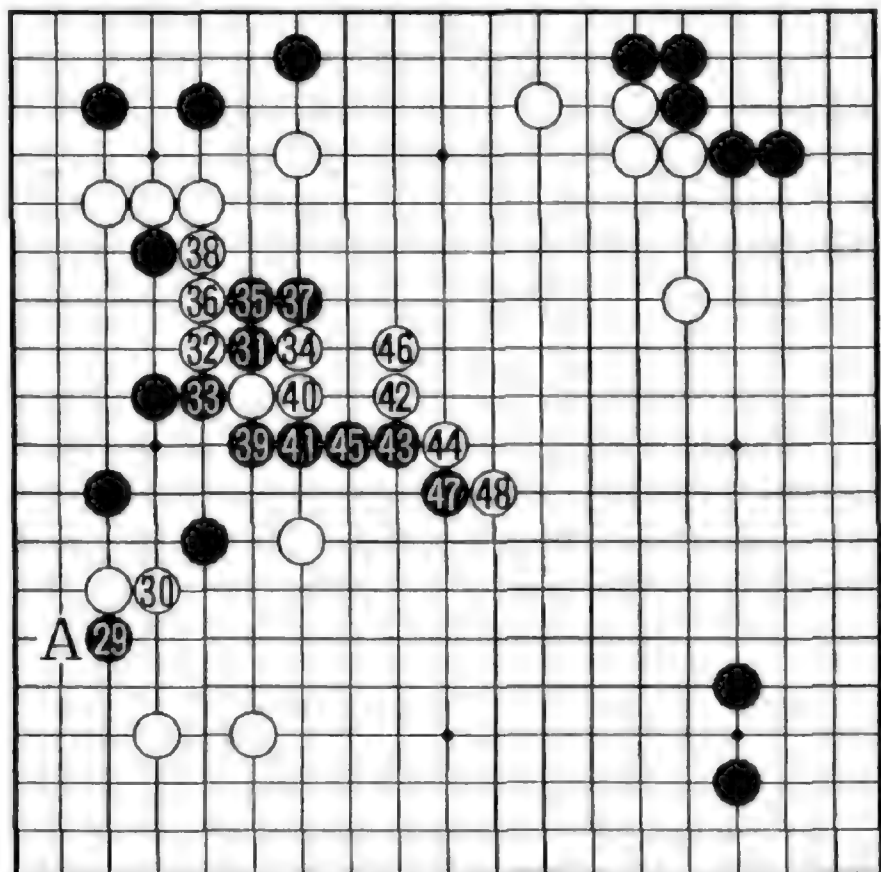
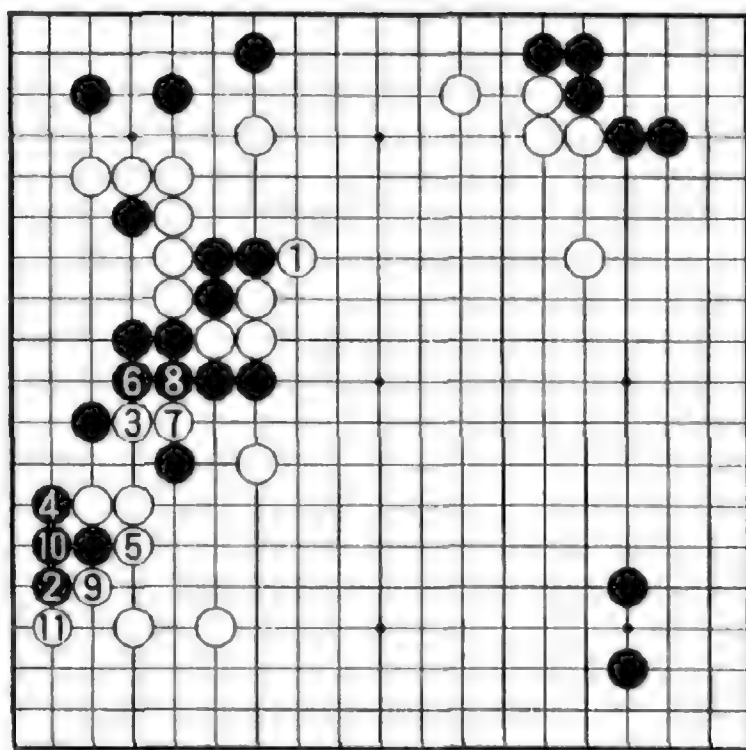


Figure 2 (29-48)



Dia. 2

Figure 3 (49-59). A quick finish

White continued to press valiantly at 52. If he played 1 in *Dia. 3* (next page), Black could atari at 2, then go into action at 4, taking a clear lead. Another possibility is for Black to play 2 at 'a', to be followed by White 'b' and Black 'c', another favorable result for Black.

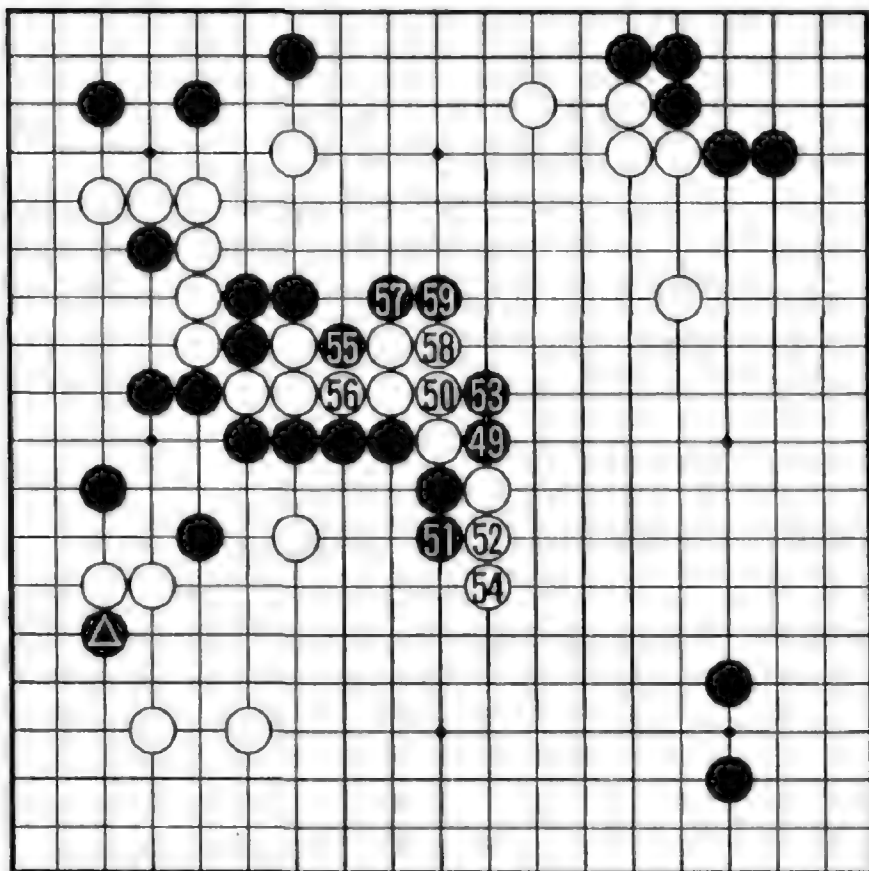
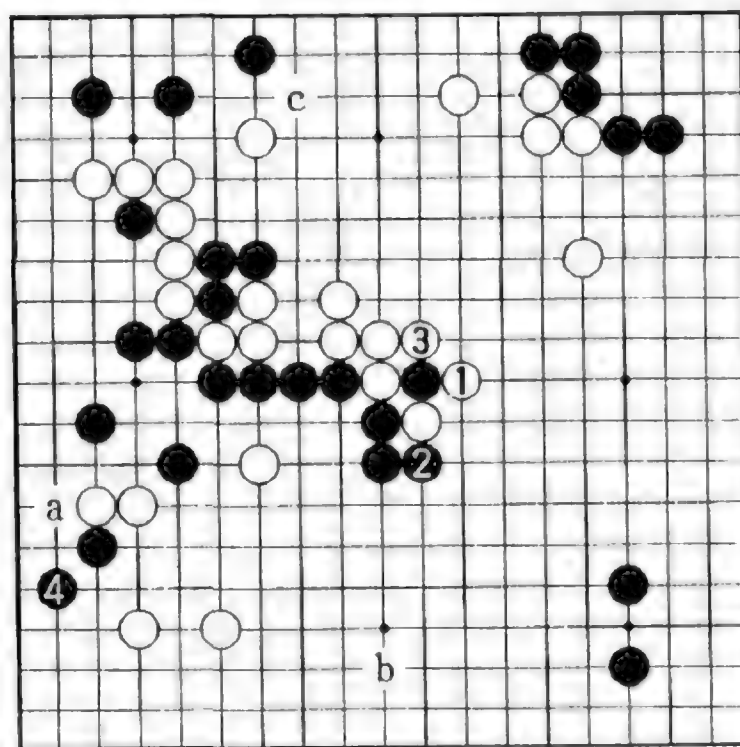


Figure 3 (49-59)

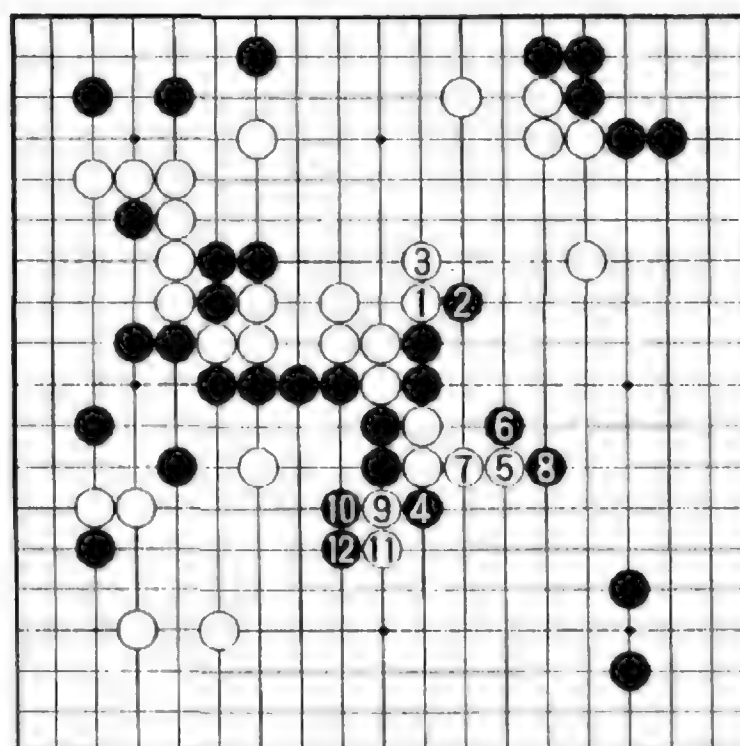
White could have answered Black 53 at 1 in Dia. 4. Both sides fight on in the sequence from Black 2 to 12, and it is difficult to say what will happen next. White 54, the move White played instead, would have been terrific if it had worked, but despite the white stones in the top right, Black 55 to 59 caught White in a ladder. O verified this four times, then resigned, ending the scheduled two-day game on the afternoon of the first day. 'I felt like weeping,' he said, 'but there was nothing to do but laugh,' and that is what he did.

White resigns after Black 59.

From *Shukan Go*, June 5, 2000. Translated by James Davies.



Dia. 3



Dia. 4



Not knowing whether to laugh or cry, O Meien (left) chooses to laugh. Cho Sonjin is having a good laugh too, but probably for a different reason.

Continued from page 8

55th Honinbo League (1999–2000)

Title-holder: Cho Sonjin

Player/Opponent	C.C	H.N.	O.R.	Y.K.	R.K.	O.H.	O.M.	R.S	won/lost
1. Cho Chikun	---	1	1	1	0	0	1	0	4-3
2. Hikosaka Naoto	0	---	1	0	1	0	0	1	3-4
3. O Rissei	0	0	---	1	1	0	0	0	2-5
4. Yamada Kimio	0	1	0	---	1	1	0	1	4-3
5. Rin Kaiho	1	0	0	0	---	1	0	0	2-5
5. Otake Hideo	1	1	1	0	0	---	1	0	4-3
5. O Meien	0	1	1	1	1	0	---	1	5-2
5. Ryu Shikun	1	0	1	0	1	1	0	---	4-3

Chikun was second — he lost his final game to Otake by half a point — and Yamada Kimio was 3rd. Otake and Ryu fought a play-off (on 13 April) for the 4th place, which the former won, again by half a point.

56th Honinbo league

To date, two of the four vacancies in the new league have been filled, and both the players will be making their league debuts. One is Oya Koichi 8-dan, aged 34, who is the leading disciple of Kobayashi Koichi. The other is Cho U 6-dan, aged 20, who is the second-youngest player, after Kato Masao, ever to win a place in the Honinbo league.

Yamashita leads in Gosei title

It was third time lucky for Yamashita Keigo: after two losses in play-offs to decide the challenger (for the 1999 Tengen and the 2000 Judan), he managed to defeat Kataoka Satoshi in the play-off (1 June) and so became the challenger for the 25th Gosei. He then made an excellent start to the title match, taking a 2-0 lead over Kobayashi Koichi. In particular, the second game attracted a lot of attention, as Yamashita played the 5-5 point with his first move (he played it in the Gosei preliminaries, also, because of a pun on the *go* of Gosei and *go*,

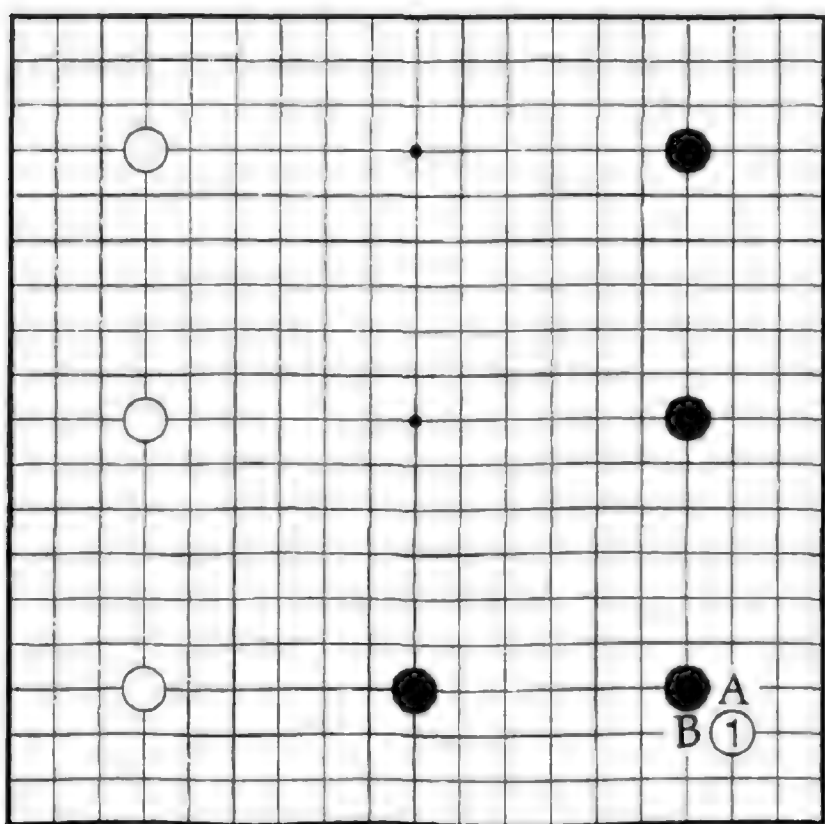
Continued on page 46

Yamashita (left) makes a good start in the Gosei title match. Straining for a view is Kato Masao.

Defending Against 3-3 Point Invasions

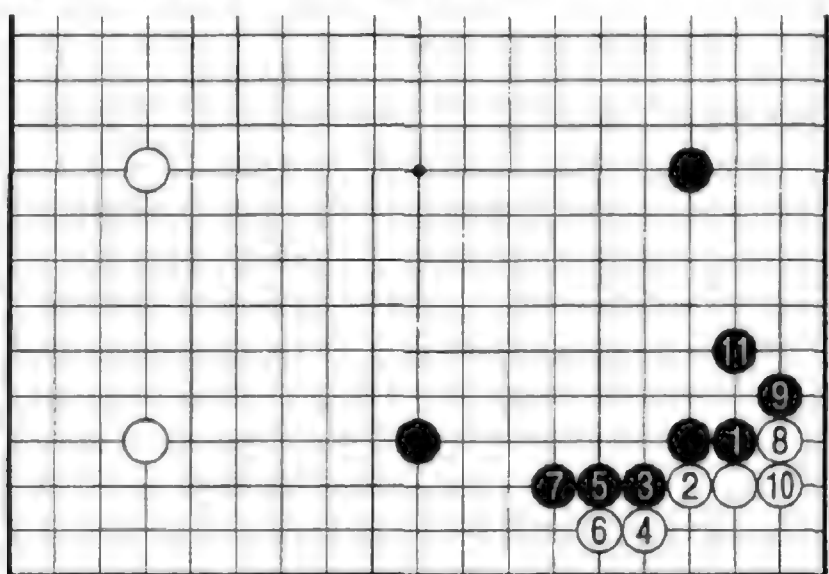
Weaker players fear 3-3 point invasions, while stronger players welcome them. The weaker player's fear stems from the feeling that his corner territory will be wiped out, but the stronger player looks forward to getting a thick position on the outside from which he can build a moyo and eventually turn it into territory on a vast scale, forcing White to settle for small territory in the corner. Below are various ways for Black to counter such invasions

Invading at White 1 in *Dia. 1* is a bit premature and is not recommended. If you are ever faced with such an invasion as Black you can get a good result by blocking at either A or B.



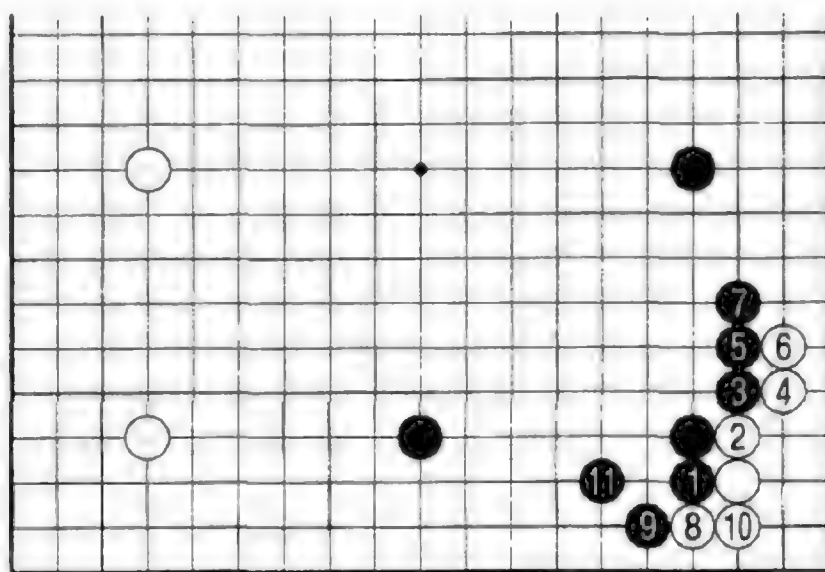
Dia. 1

Taking into account Black's three stones on the right side, blocking at 1 in *Dia. 2* is the correct direction. After the sequence to 11, Black has an excellent result.



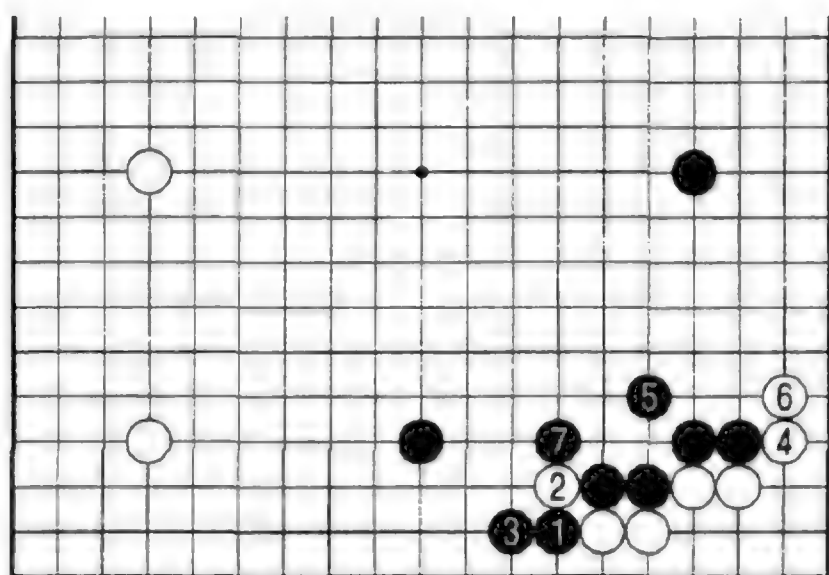
Dia. 2

Blocking from the other side with 1 in *Dia. 3* also gives Black a good result, but in this position, Black's wall is facing the white position on the left, so it is not as effective as in *Dia. 2*.



Dia. 3

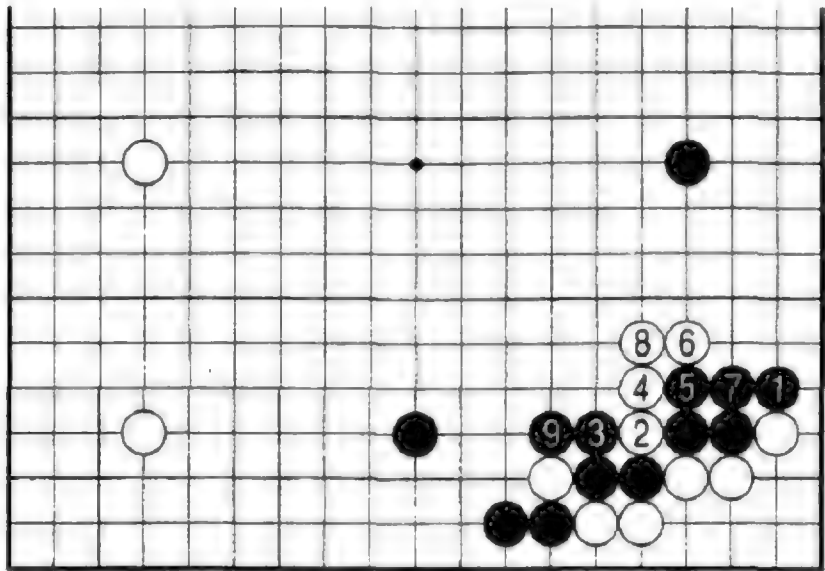
Black 7 in *Dia. 2* is the proper move. Blocking with Black 1 in *Dia. 4* may look severe, but it leaves behind defects in Black's position. White will first cut at 2, forcing Black to defend with 3. Now, when White hanes at 4, Black cannot block at 6 but must defend the cutting point with 5. White can now poke his nose out into Black's moyo with 6.



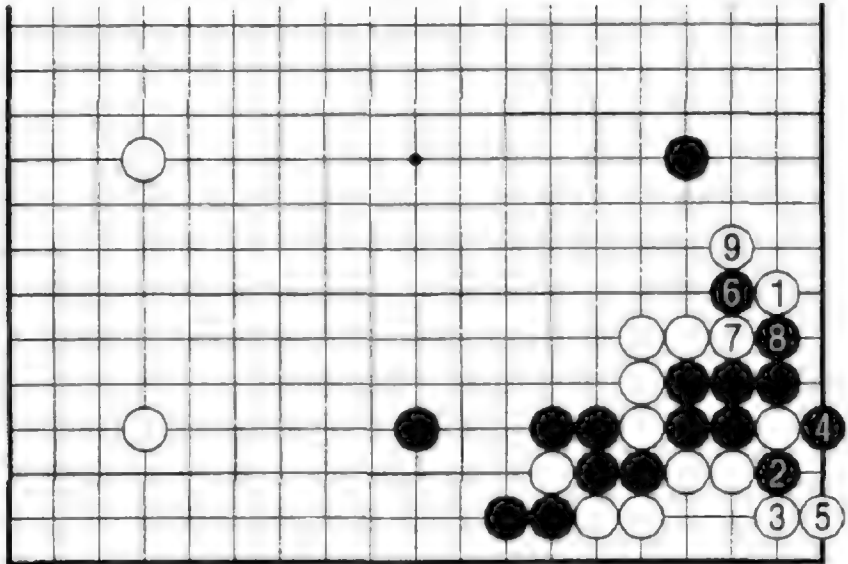
Dia. 4

What happens if Black blocks at 1 in *Dia. 5*? White will atari at 2, then extend to 4. Black 5 is an emergency measure to defend the cut, but after White connects at 8, Black must play 9 to defend against a ladder. Next —

White attacks the black stones on the right with 1 in *Dia. 6*. After Black 8, White 9 can capture the black stone at 6 in a ladder. The black stones are dead.

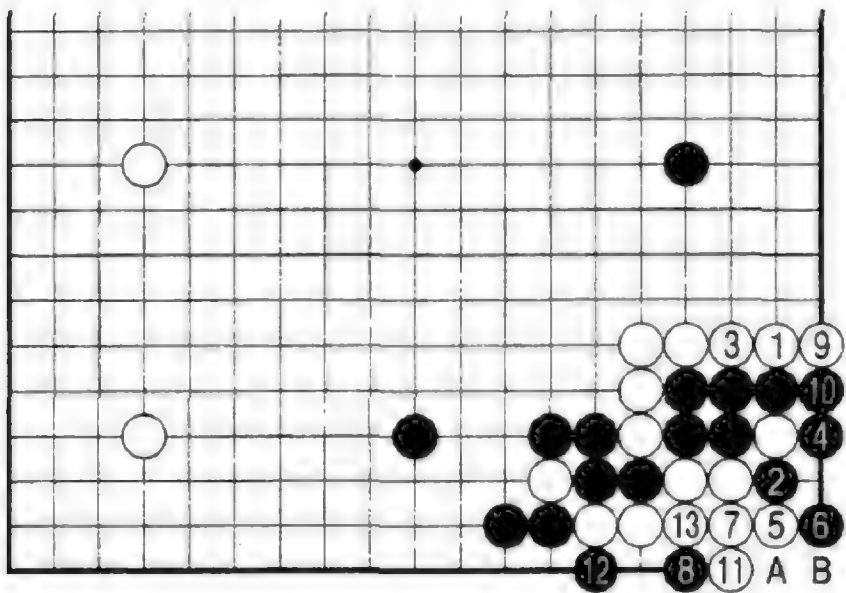


Dia. 5



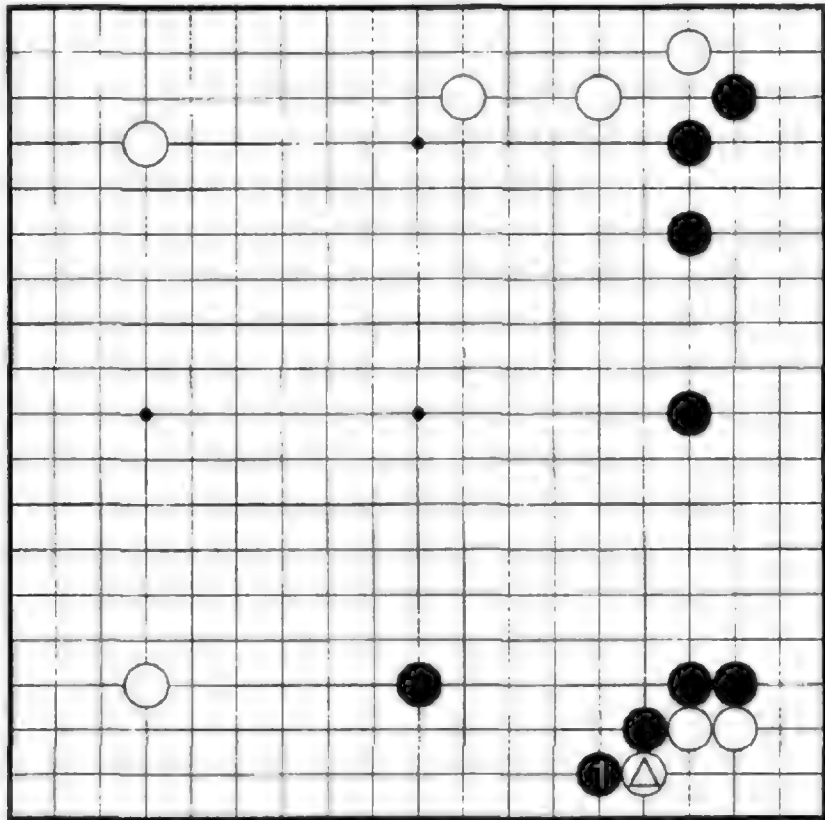
Dia. 6

If the ladder is unfavorable for White, he can attach at 1 in *Dia. 7*. Black will capture a stone with 2, but White squeezes with 3. The sequence continues to White 13. If Black wants to rescue his stones, he must start a ko with A, but when White captures at B, Black has no ko threat. Even if Black does somehow manage to save his corner, White has destroyed Black's moyo.



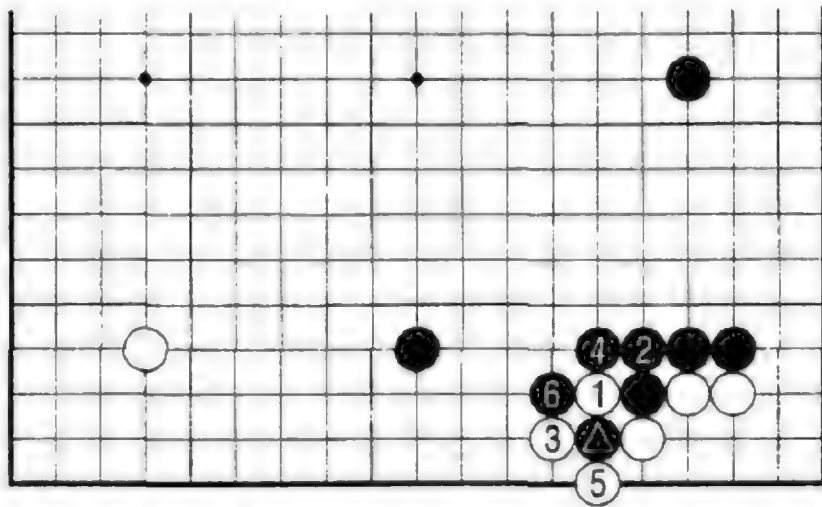
Dia. 7

Instead of Black 5 in *Dia. 2*, the two-step hane of Black 1 in *Dia. 8* is a severe joseki move with many hidden pitfalls for both players. Let's first look at the atari of White 1 in *Dia. 9*.

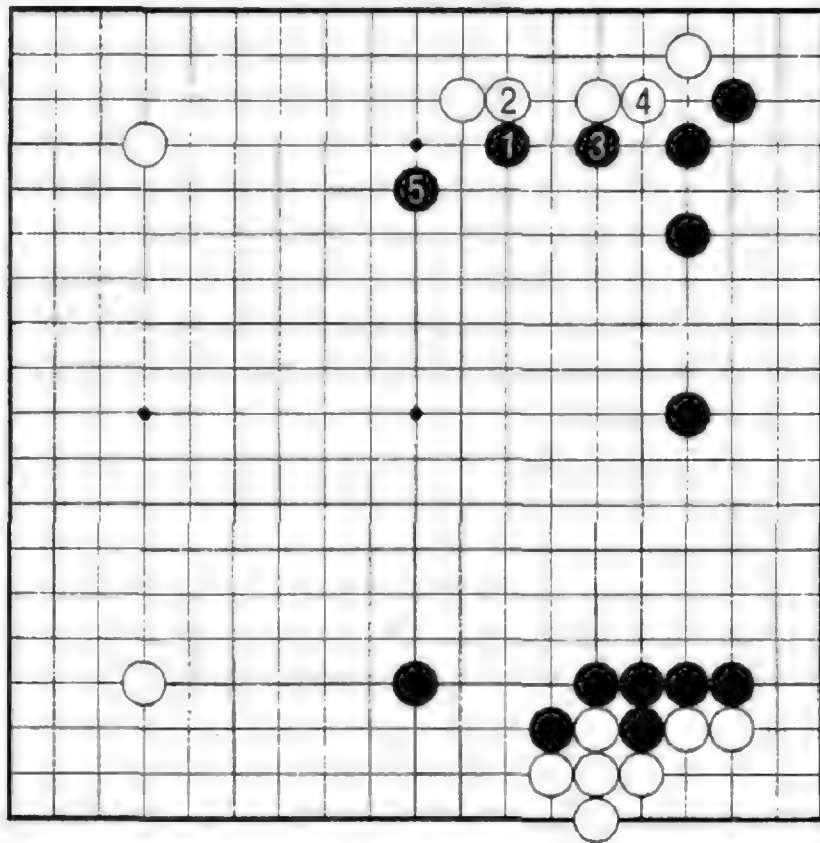


Dia. 8

After Black connects with 2 in *Dia. 9*, White captures a stone with 3 and 5. Black ataris with 6, and connecting with White 7 at the marked stone completes the joseki.

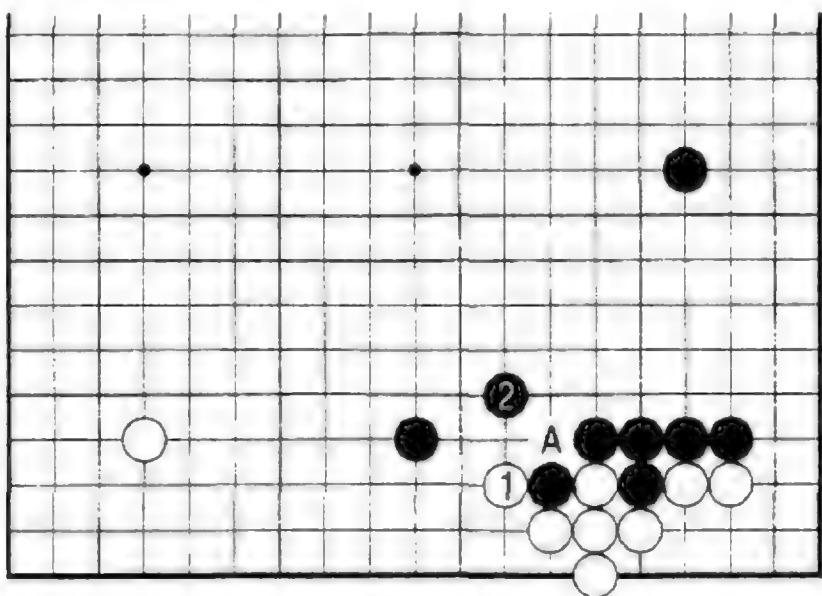


Dia. 9 7: connects at the marked stone



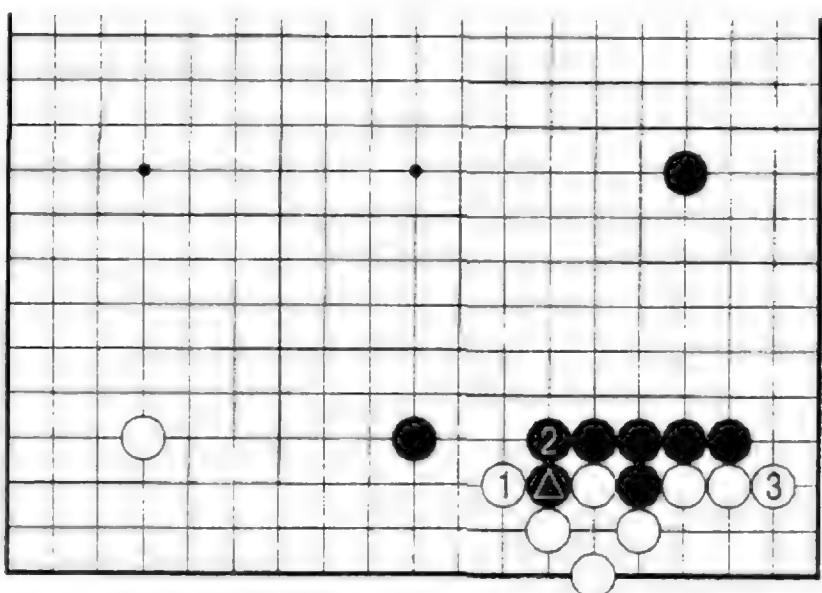
Dia. 10

White ends in sente, so he can switch to the top and force with 1 and 3 in *Dia. 10*. He then expands his moyo by jumping to 5.



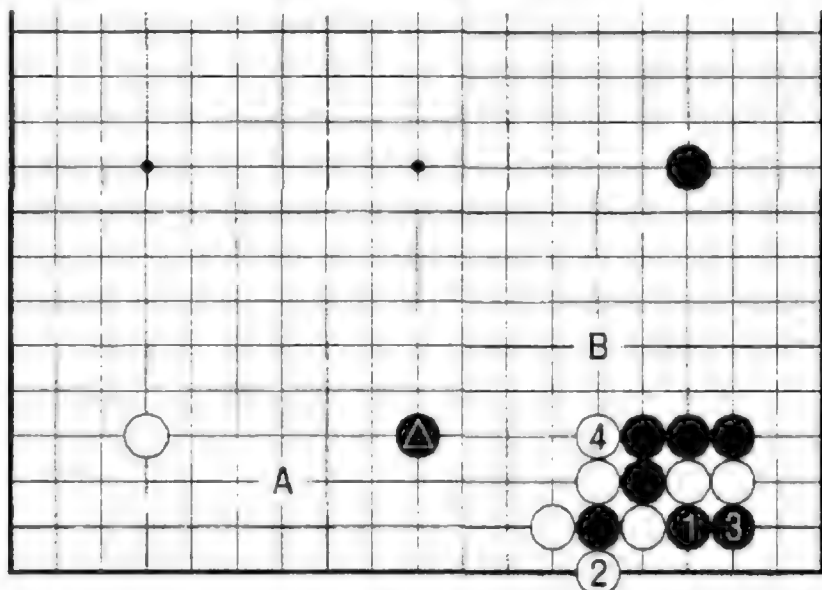
Dia. 11

If White ataris at 1 in *Dia. 11*, Black can lightly jump to 2 and defend his wall



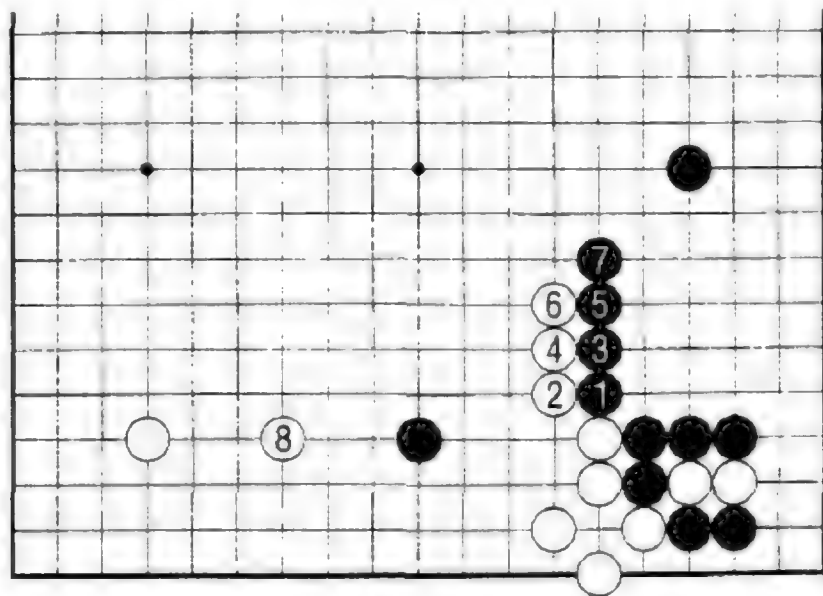
Dia. 12

If the ko is still active as in *Dia. 12* and White ataris with 1, Black would connect at 2. Since the white stones have defects, White must defend the corner with 3.



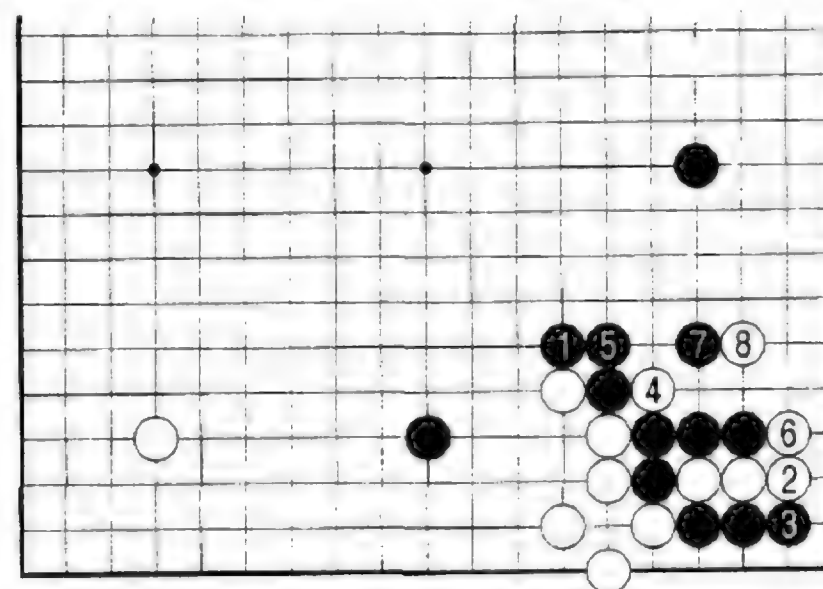
Dia. 13

Black must not omit playing 2, 4, and 6 in *Dia. 9*. Black can certainly take the corner with 1 and 3 in *Dia. 13*, but White will push up with 4 and the marked stone is now isolated from its allies on the right. Moreover, there is bad aji for Black in the corner. If Black takes up a position at the bottom by extending to A, White will jump to B. Black's strategy of building a moyo on the right side has been foiled.



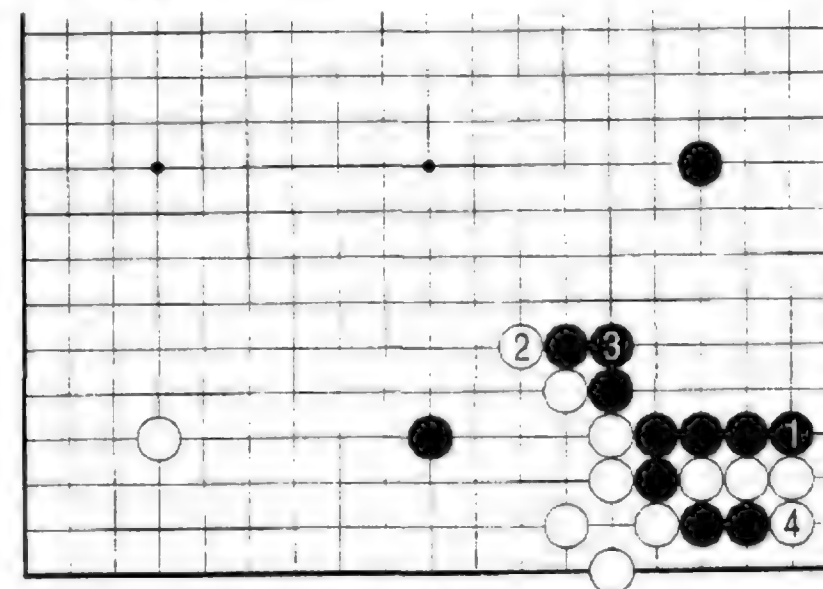
Dia. 14

Black can't stop White from making a wall facing the left side by playing the hane of 1 in *Dia. 14*. Against White 2, Black must submissively extend to 3. After Black 7, White attacks the black stone at the bottom with 8.



Dia. 15

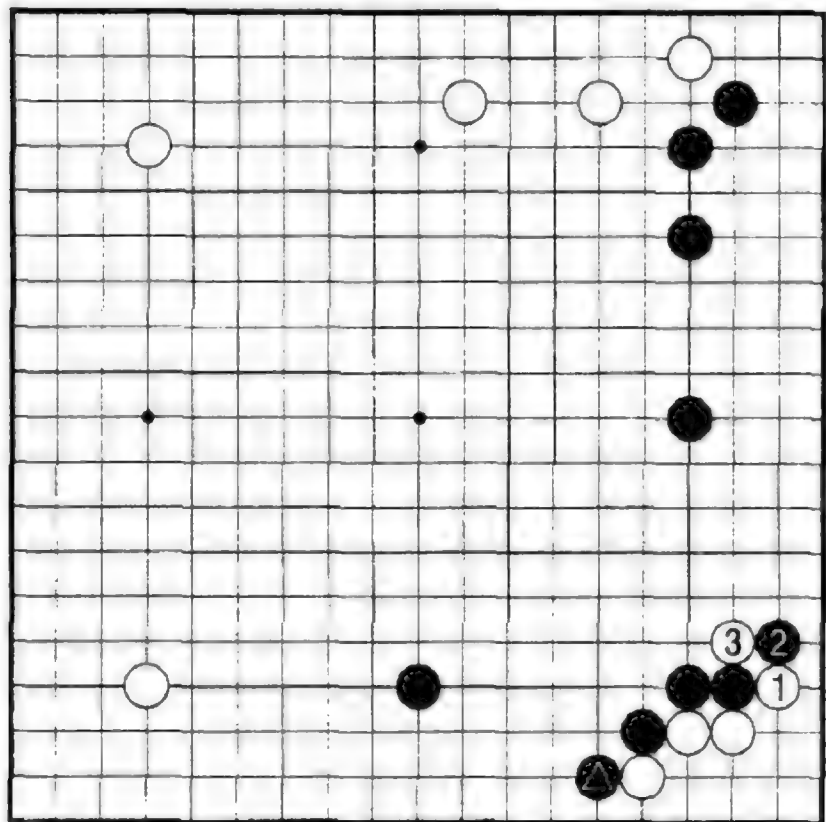
Instead of extending to 3 in *Dia. 14*, Black would like to play the two-step hane with 1 in *Dia. 15*, but then Black's bad aji in the corner would come to life. White descends to 2. If Black insists on defending the corner with 3, White atairs with 4, then breaks into the right side with 6 and 8.



Dia. 16

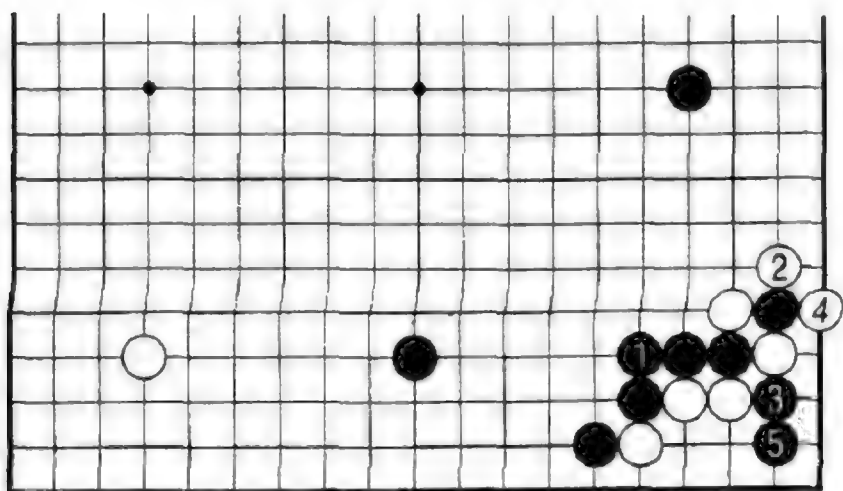
Therefore, instead of 3 in *Dia. 15*, Black must block from the outside with 1 in *Dia. 16*. White will hane with 2, then take the corner with 4.

After Black blocks with the marked stone, White 1 in *Dia. 17* is another variation of the joseki. If Black 2, White cuts with 3. Next —



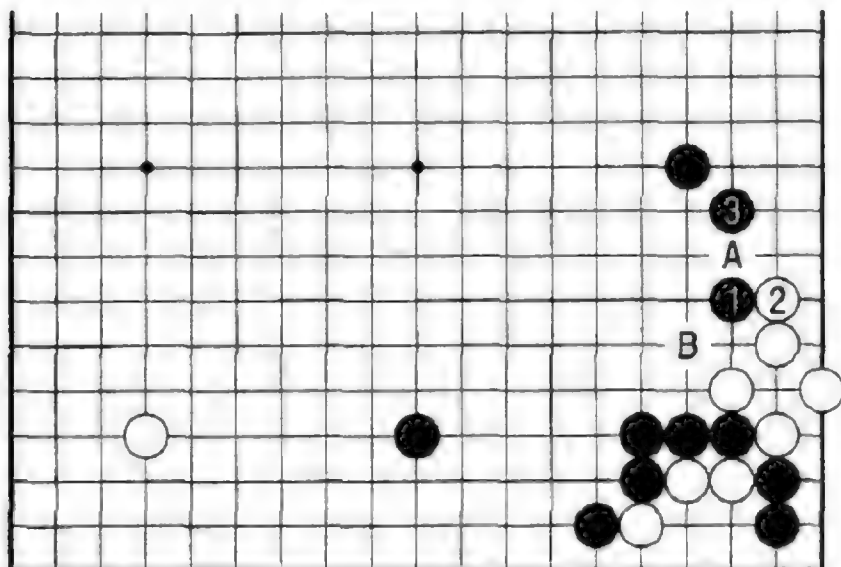
Dia. 17

Connecting with 1 in *Dia. 18* is the proper move. White captures a stone with 2 and 4, while Black takes the corner with 3 and 5.



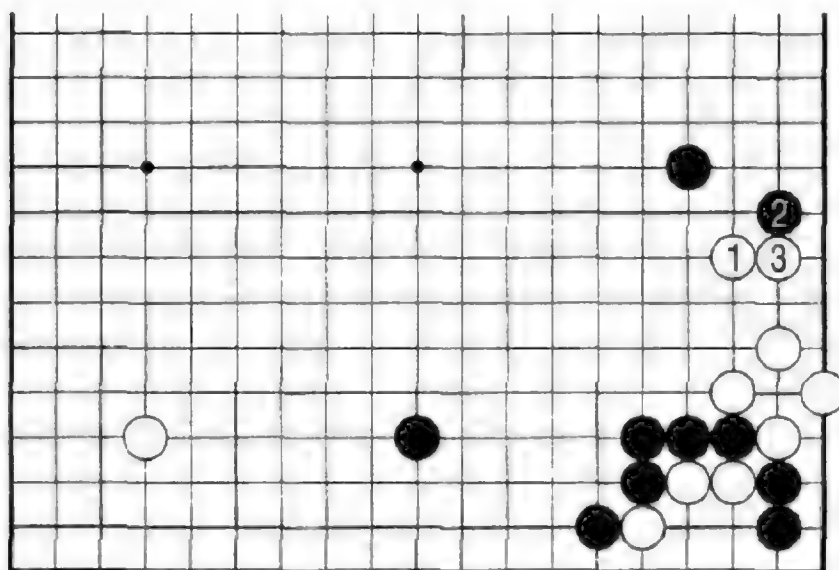
Dia. 18

White can leave the position as it is and play elsewhere, but he must be prepared for the black attack at 1 in *Dia. 19*. White can live in gote by exchanging 2 for 3. Instead of 1, Black could also play this move at B and White would answer at A.



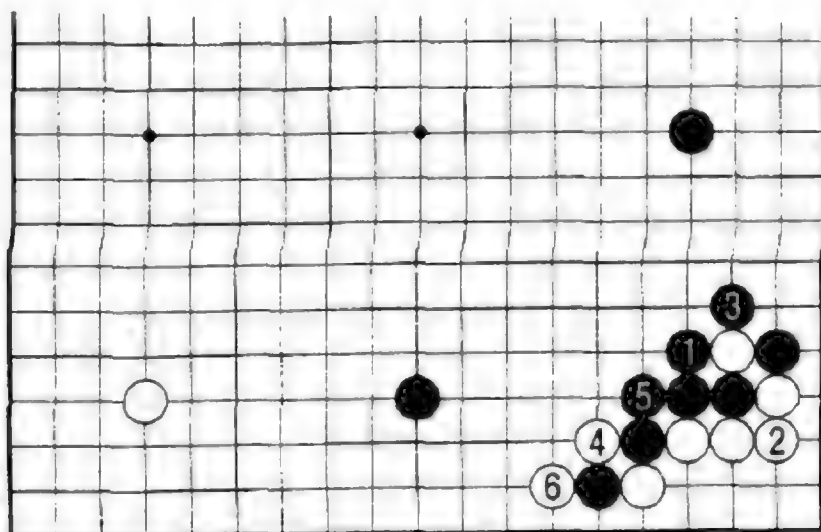
Dia. 19

White could also stabilize his position by playing 1 in *Dia. 20*. Black will exchange 2 for 3, but White has a strong position from which to fight on the right side.



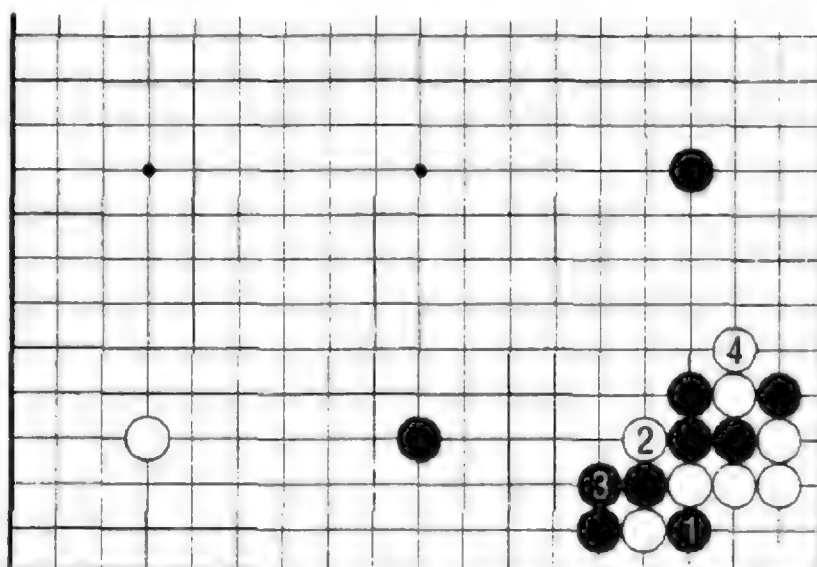
Dia. 20

Instead of 1 in *Dia. 18*, Black will suffer a loss if he ataris with 1 in *Dia. 21*. After White connects with 2 and Black captures with 3, White will capture a black stone with 4 and 6. White's corner territory is too big in comparison to Black's thickness on the right side.



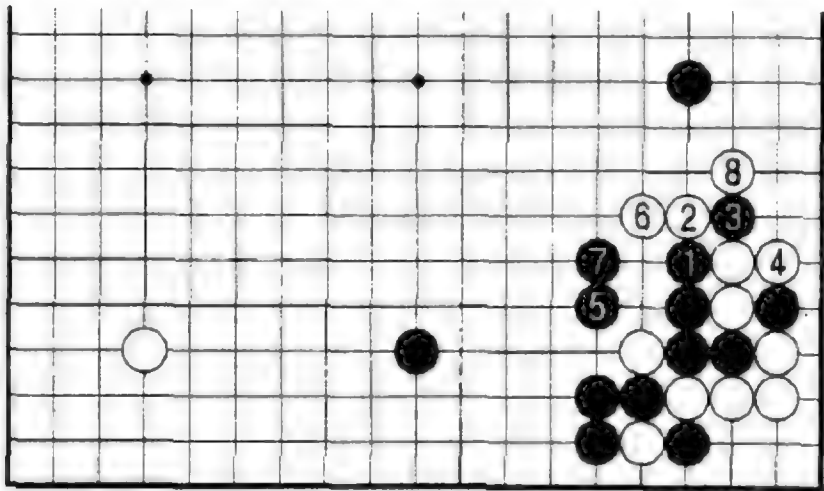
Dia. 21

Instead of Black 3 in *Dia. 21*, capturing a stone at the bottom with 1 in *Dia. 22* is bad. After White 4 —



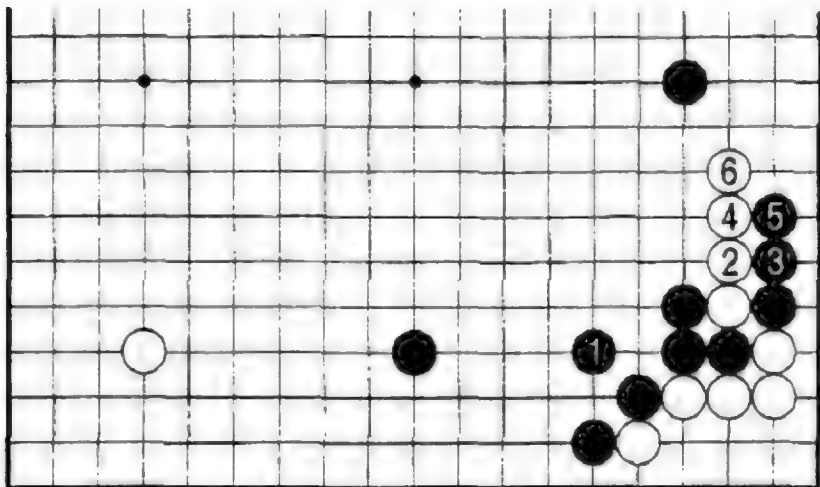
Dia. 22

Black will press at 1 in *Dia. 23*, but White hanes at 2. After the sequence to White 8, Black has suffered a big loss on the right side.



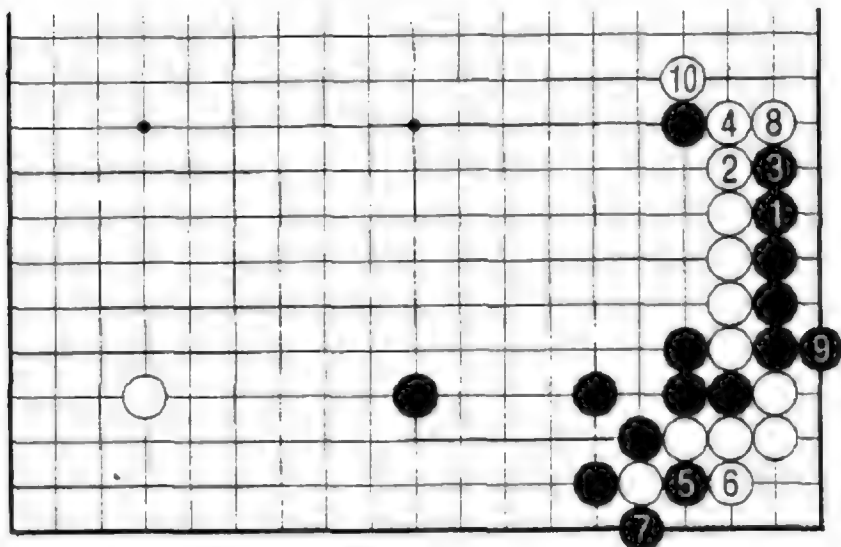
Dia. 23

What happens if Black defends his defect on the left by connecting with 1 in *Dia. 24*? White will run away with 2 to 6. The three black stones seem to be lost, but —



Dia. 24

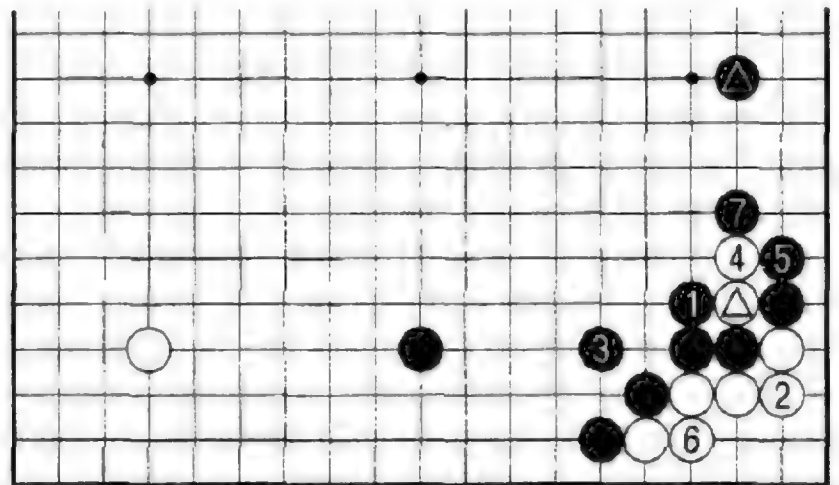
Black continues with 1 and 3 in *Dia. 25*, then captures a stone with 5 and 7. White blocks the black stones with 8, but Black descends to 9 and White loses the capturing race in the corner. White, however, makes good shape in the middle of Black's moyo with 10, so Black has suffered a big loss.



Dia. 25

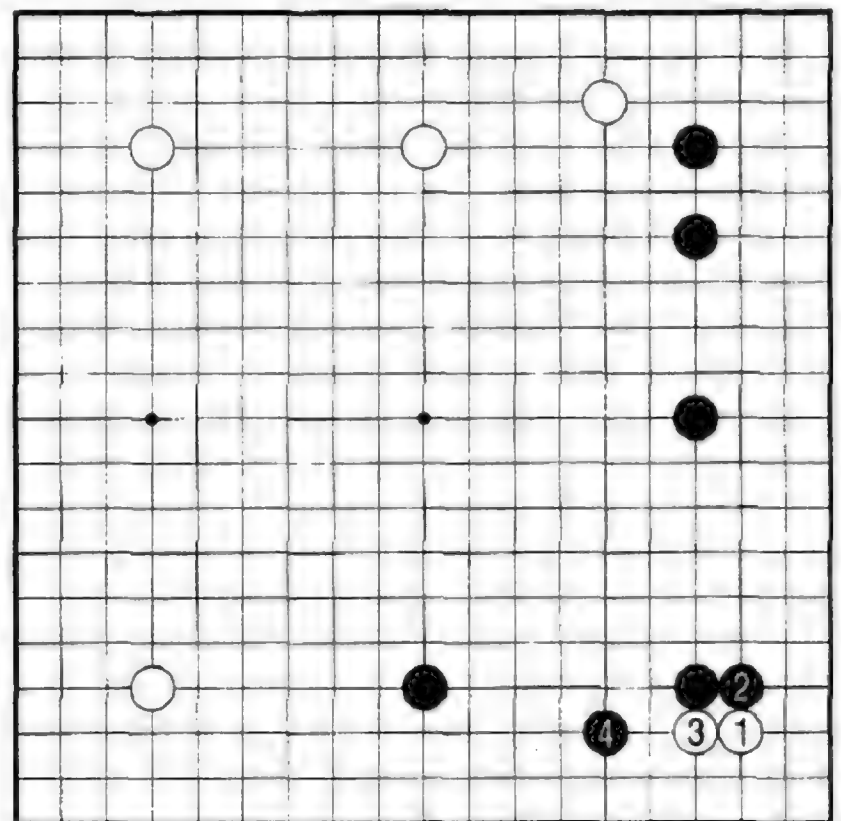
If the marked black stone is on the third line, then Black 1 and 3 in *Dia. 26* are possible. After the sequence to Black 7, White is neatly confined to the corner, while Black is thick on

the outside. Note that the two white stones on the outside can be captured with a net tesuji should they try to escape.



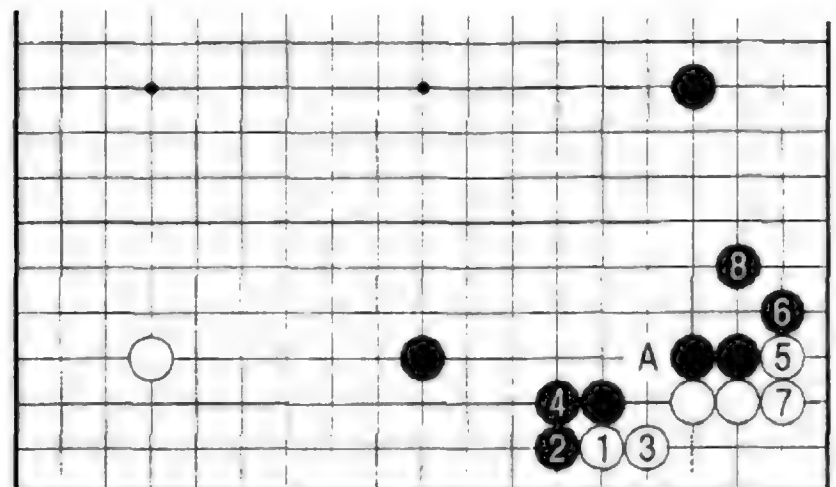
Dia. 26

After White 3 in *Dia. 27*, Black 4 is a new move often played by Takemiya Masaki 9-dan.



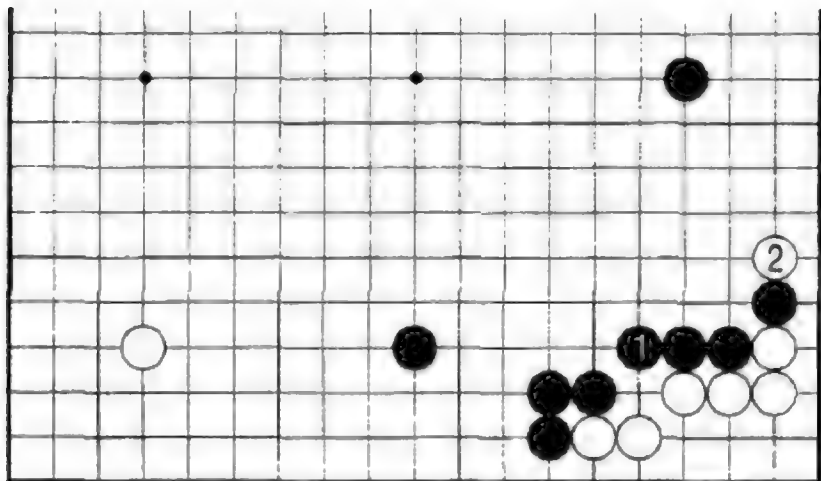
Dia. 27

White 1 in *Dia. 28* is the continuation. However, trying to completely confine White by blocking at 2 is an overplay. After Black 8, the aji of White A is left behind.



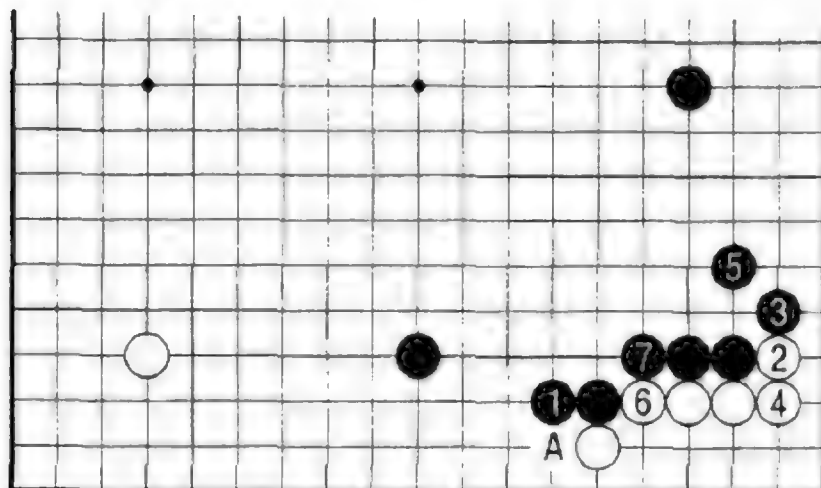
Dia. 28

If Black defends this defect with 1 in *Dia. 30*, he has bad aji on the right and White will clamp at 2.



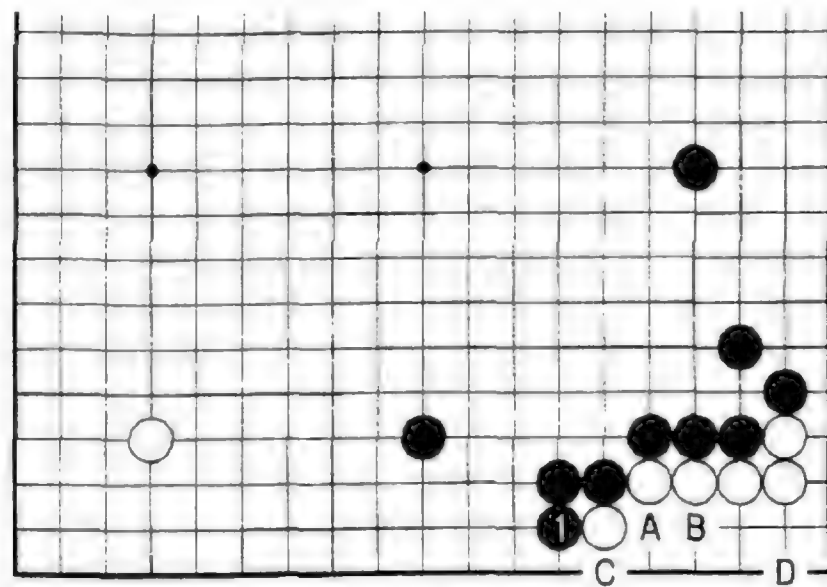
Dia. 30

The proper move is Black 1 in *Dia. 31*. White lives in the corner, but Black's wall is without defects. Locally, the focus is on which side will get to play the point A.



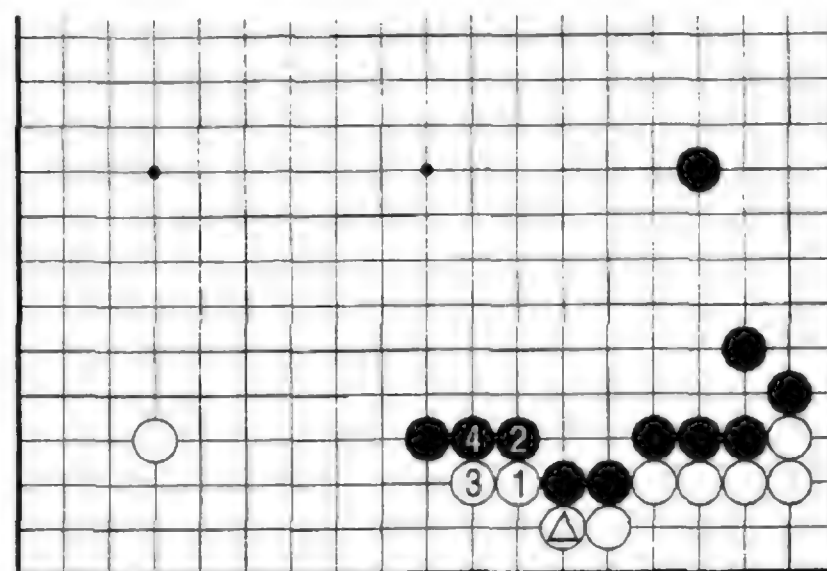
Dia. 31

Black 1 in *Dia. 32* is not sente. Black can next capture a stone with the sequence Black A-White B-Black C, but White can live by playing at D.



Dia. 32

On the other hand, if White plays the marked stone in *Dia. 33*, Black will play elsewhere. The best White can do now is to expand his territory at the bottom with 1 and 3, but Black perfects his wall with 2 and 4. Therefore, these moves must be left for the end-game.



Dia. 33

Go World News

Continued from page 39

25th Kisei Tournament: A League

Player/Opponent	C.C.	A.S.	I.T.	Y.K.	I.A.	R.S.	won/lost
1. Cho Chikun	---	.	.	1	.	0	1-1
2. Awaji Shuzo	.	---	.	.	1	1	2-0
3. Imamura Toshiya	.	.	---	1	0	.	1-1
4. Yo Kagen	0	.	0	---	.	.	0-2
5. Ishida Atsushi	.	0	1	.	---	.	1-1
6. Ryu Shikun	1	0	.	.	.	---	1-1

25th Kisei Tournament: B League

Player/Opponent	C.S.	I.Y.	M.G.	H.S.	H.N.	C.U.	won/lost
1. Cho Sonjin	---	.	1	.	.	0	1-1
2. Ishida Yoshio	.	---	.	1	1	.	2-0
3. Miyazawa Goro	0	.	---	.	1	.	1-1
4. Hasegawa Sunao	.	0	.	---	.	0	0-2
5. Hikosaka Naoto	.	0	0	.	---	.	0-2
6. Cho U	1	.	.	1	.	---	2-0

meaning 'five'). He won this game, but actually Kobayashi had a small lead before he showed uncharacteristic carelessness with a large group.

In the third game, Kobayashi took revenge, scoring an upset win over Yamashita late in the game. In view of what happened last year, when Kobayashi won the last three games after losing the first two to Yoda Norimoto, Yamashita won't be counting his chickens. Because the players are so busy, however, there is a gap of a month before the fourth game, which is unusual in a title match.

Results to date:

Game 1 (8 July). Yamashita (W) by 8½.

Game 2 (13 July). Yamashita (B) by resig.

Game 3 (23 July). Kobayashi (B) by 3½.

Game 4 will be played on 23 August.

25th Kisei leagues

Last year the Kisei system was radically changed (described in detail below). The key point is that the final stage of the tournament has been changed from a knockout to two six-player leagues. If the Meijin league

is a long-distance race, in which a good start is no guarantee of victory, then the Kisei leagues are more like middle-distance races. A bad start is a handicap but not fatal.

Cho Chikun, the favourite in A league, stumbled in the second round, losing to Ryu. The early leader is Awaji Shuzo. In the B league, the veteran Ishida Yoshio shares the lead with the 20-year-old Cho U, the newest star to emerge on the Japanese stage.

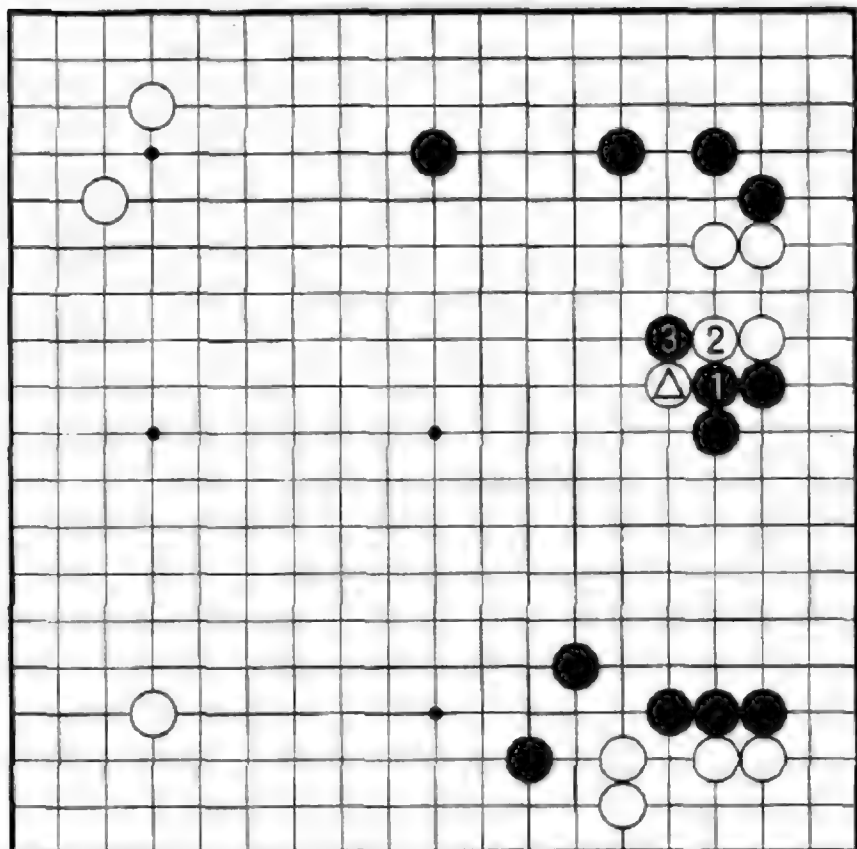
Change in Kisei system

As of the 25th Kisei tournament, which started in November 1999, there has been a major change in the tournament system. The reason was that the distribution of players in the different dans had changed considerably since the tournament began, so the individual dan championships that were the major innovation of the Kisei were no longer felt to be appropriate. They have been replaced by preliminary rounds, but these are not the same as in other titles. Most titles have three preliminary rounds which are progressive, that is, the winners in the first round

Continued on page 52

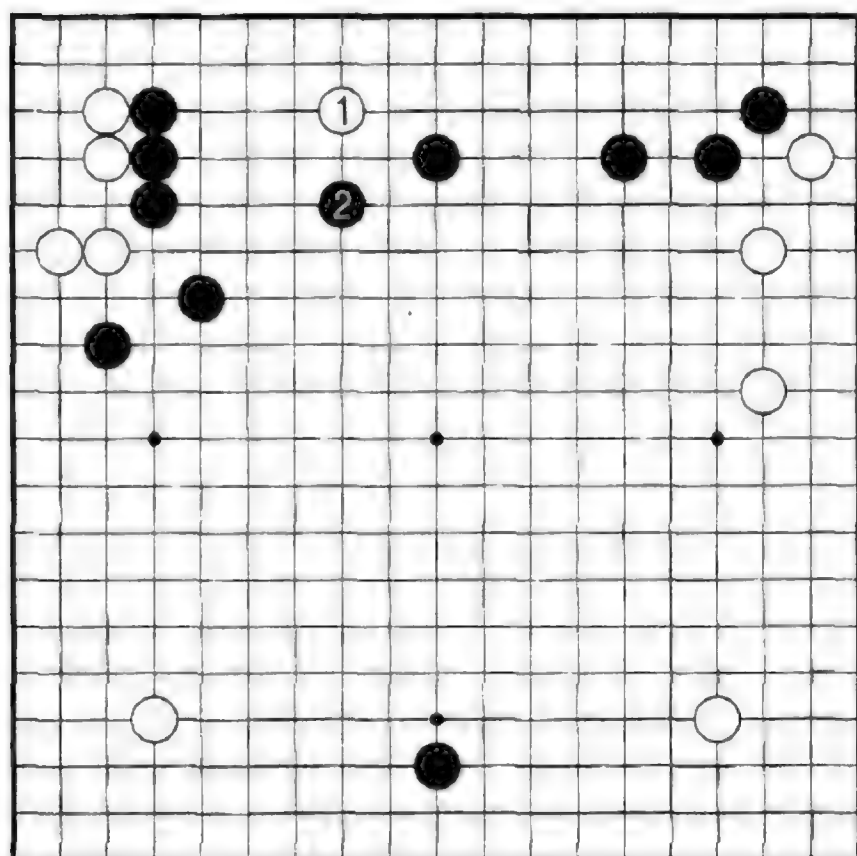
The Art of Shinogi

In go the term shinogi means saving an endangered group. This is a useful technique in the middle game, since saving a large group that is under attack is the difference between a win or a loss. Cho Chikun is the undisputed master of this technique, and he has won many games by using it. Here are some problems for you to think about.



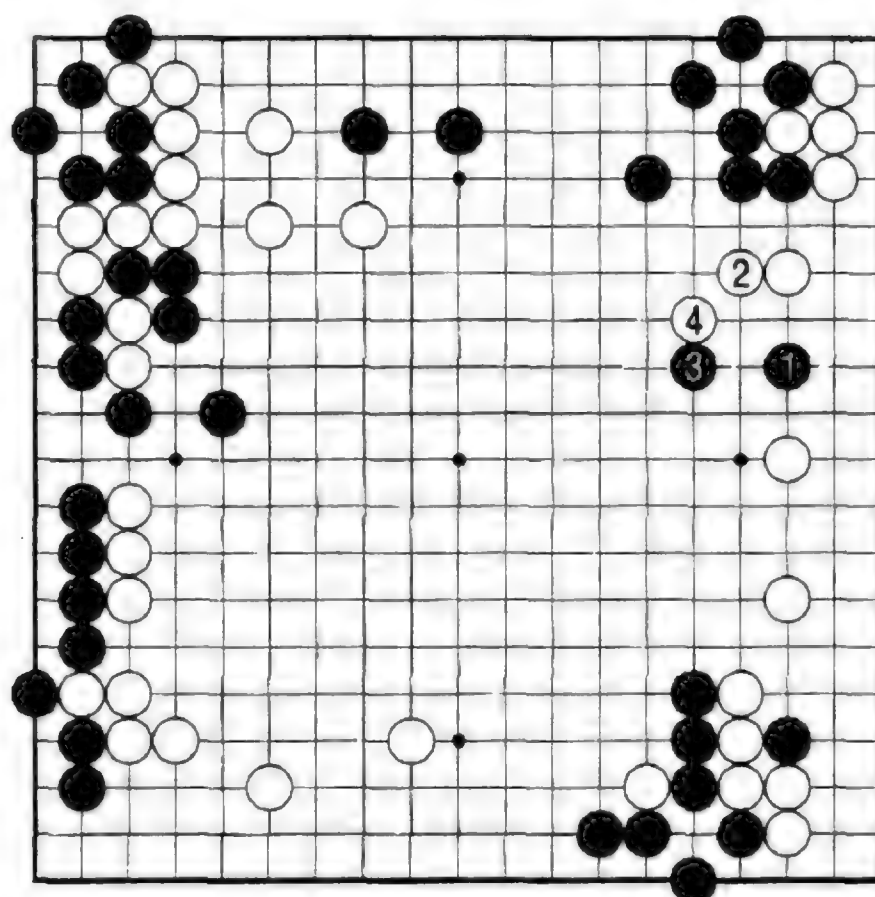
Problem 1

Playing the marked stone is a common move in this position, but when Black cuts through with 1 and 3, the four white stones in the upper right side seem to be in trouble. How should White rescue these stones?



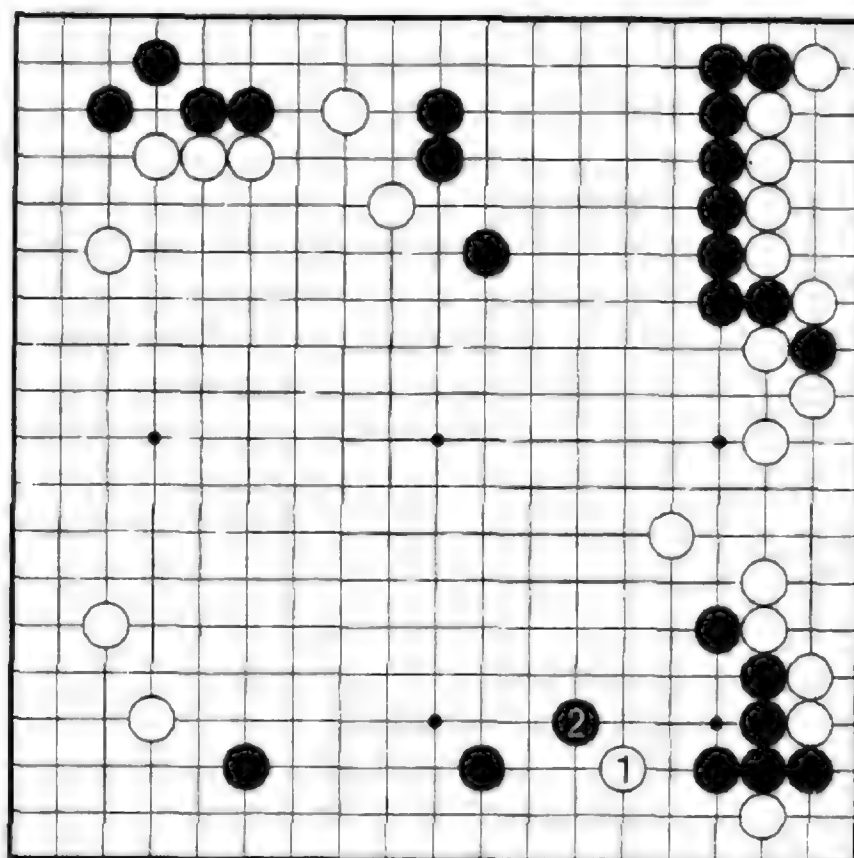
Problem 2

After White invades at 1, Black caps with 2. How should White now play?



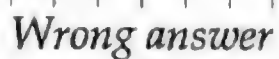
Problem 3

White invaded with 1 and the sequence continued to White 4. This is a crucial point for Black: he has to play so that his stones don't become heavy and come under attack. Where should he play next?



Problem 4

The position at the bottom occurs in the mini-Chinese Opening (see GW86, Dia. 4 on page 34). Black 2 seems like a severe response to the invasion of White 1, but actually White can live here. How should he play next?



The diagram shows a section of a Go board with a grid. White stones are numbered 1 through 6. Black stones are labeled A and B. The sequence of moves is as follows:

- Black plays at B.
- White captures the black stone at B.
- Black plays at A.
- White captures the black stone at A.
- Black plays at 1.
- White captures the black stone at 1.
- Black plays at 2.
- White captures the black stone at 2.
- Black plays at 3.
- White captures the black stone at 3.
- Black plays at 4.
- White captures the black stone at 4.
- Black plays at 5.
- White captures the black stone at 5.
- Black plays at 6.

Correct

Continuation 1

Continuation 2

The diagram shows a Go board with a grid. In the upper right corner, there is a sequence of four moves: White 1, Black 2, White 3, and Black 4. This sequence illustrates a ladder. In the lower right corner, there is another sequence of four moves: Black 1, White 2, Black 3, and White 4. This sequence illustrates a tesuji move. The diagram also shows several other stones on the board, including a black stone at the top center and a white stone at the bottom center.

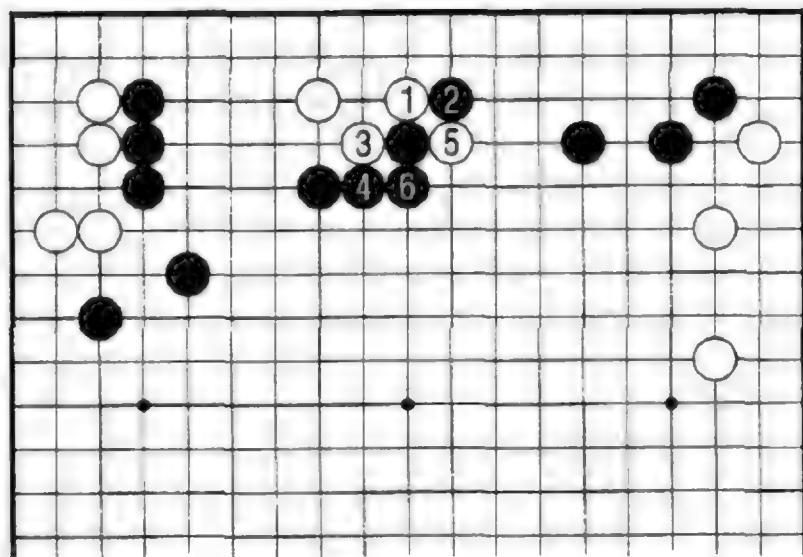
Variation

The diagram shows a Go board with a grid. White stones are numbered 1 through 8. Black stones are numbered 1 through 7. A triangle marks the spot where White can capture Black 4. Labels 'A' and 'B' indicate specific points on the board.

A fixed pattern

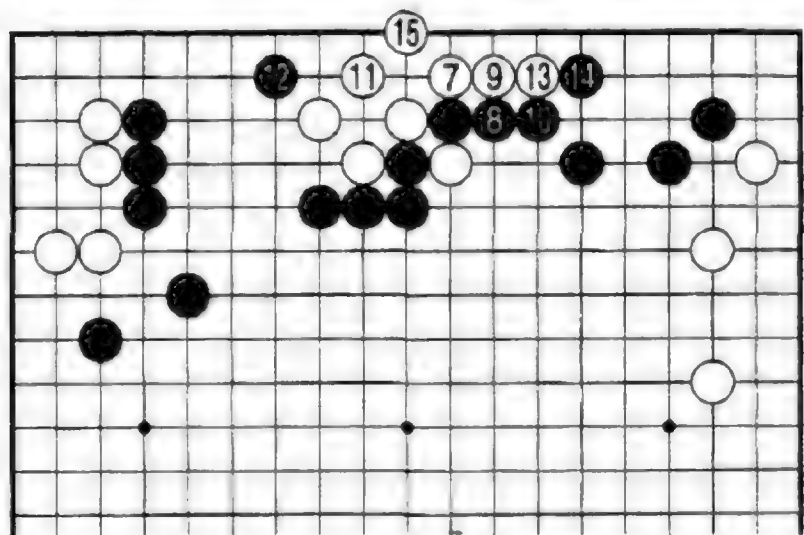
In answer to the marked stone, the correct way for Black to play is to push up with 1. The sequence to White 8 is a set pattern. Black builds a large moyo at the bottom, but the white stones are secure and White can aim at an invasion at A or B.

Problem 2



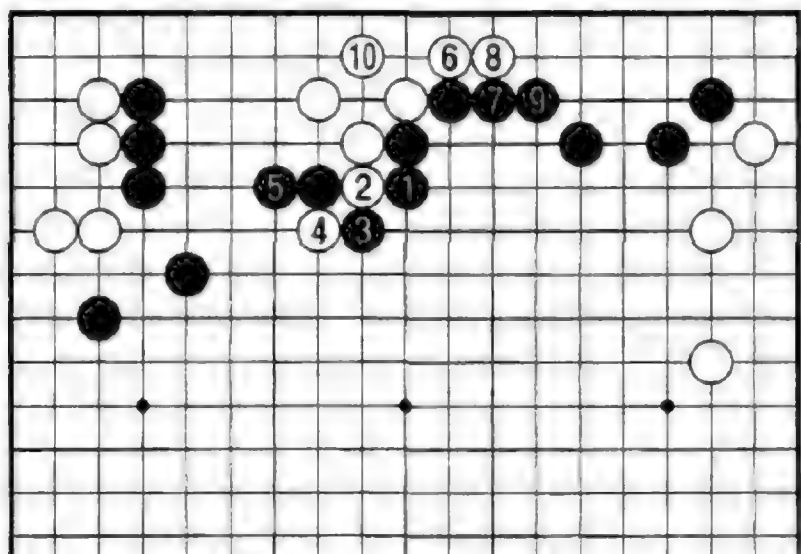
Correct Answer

Attaching with 1 in the *Correct Answer*, then bulging out with 3 is the tesuji combination. After Black blocks at 4, White ataris with 5. Next —



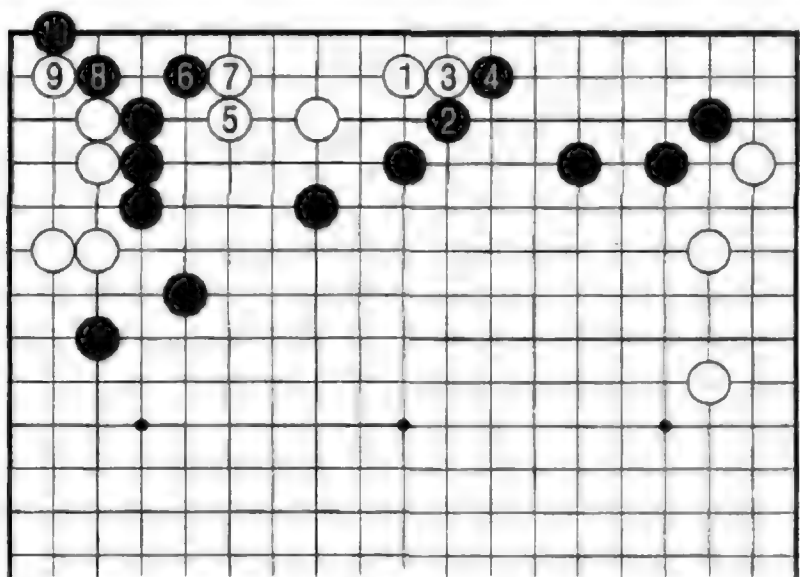
Continuation

White forces with 7 and 9, then makes eye shape with 11. Black 12 is ineffective in destroying White's eye shape because White 13 and 15 easily secure two eyes.



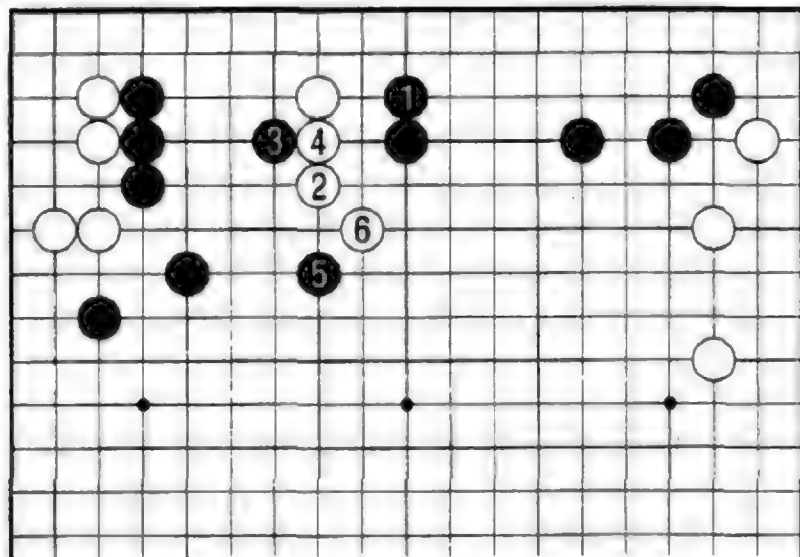
Variation

In answer to White 3 in the *Correct Answer*, Black might extend to 1. Black would cut through with 2 and 4, then make shape with the sequence to White 10. White's stones are safe.



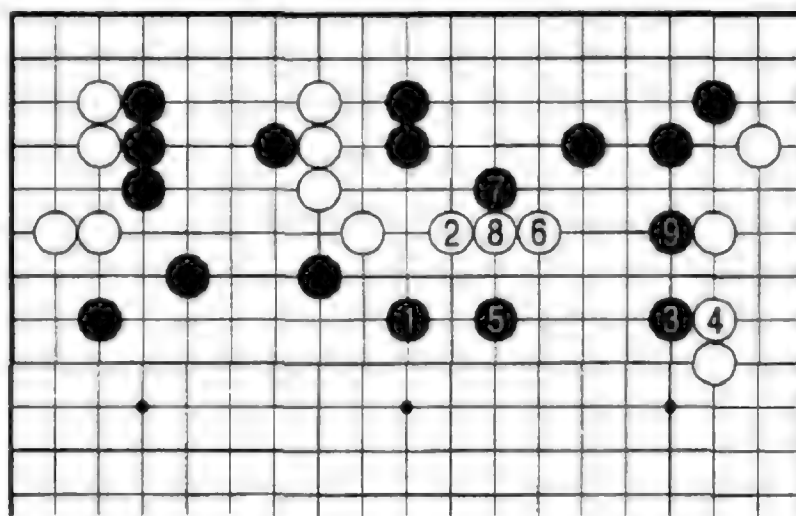
Wrong Answer

Sliding to 1 is not good. After Black 2 and 4, White has to make eyes on the left, but this induces Black to play 6 to 10 on the left, and White now has two weak groups at the top.



How Black should have played

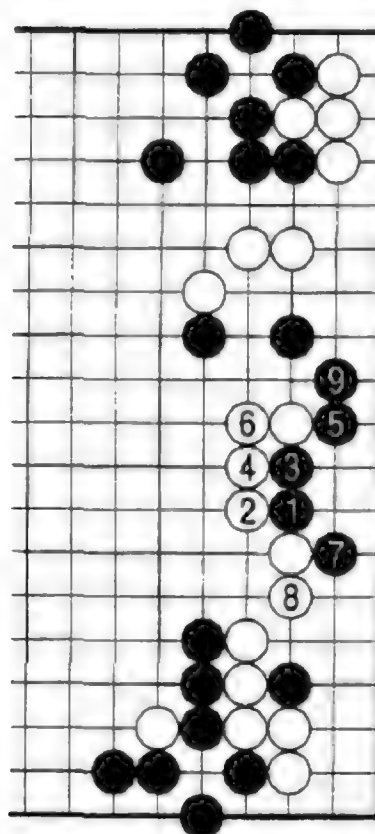
Black 2 in the problem diagram was weak. Making an 'iron pillar' with Black 1 gives White little room to maneuver; it also secures the territory in the top right. If White jumps out to 2, Black peeps with 3, making White heavy, then caps with 5. Next —



Continuation

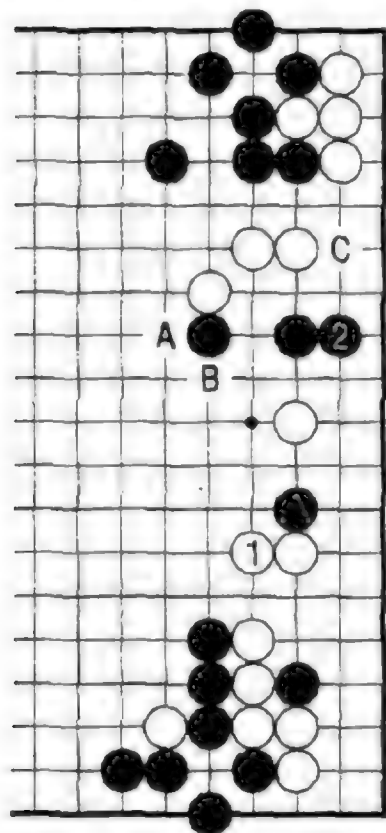
After attacking with 1, Black switches to the right side to force with 3. He then continues the attack with 5 and 7. After Black 9, White has his work cut out for him to find a way to save his string of stones at the top.

Problem 3

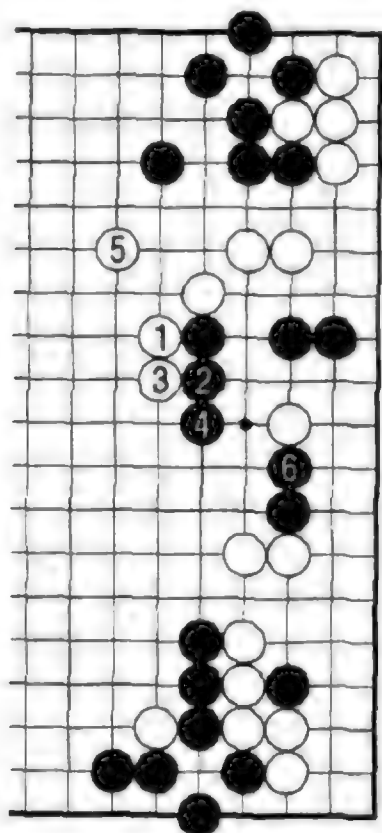


Correct Answer

Leaving the situation above as it is and attaching with 1 in the *Correct Answer* is a high-level maneuver. White can't ignore this move without endangering his stones below. If White plays on top with 2 and 4, Black will secure his stones on the right side with the sequence to 9.

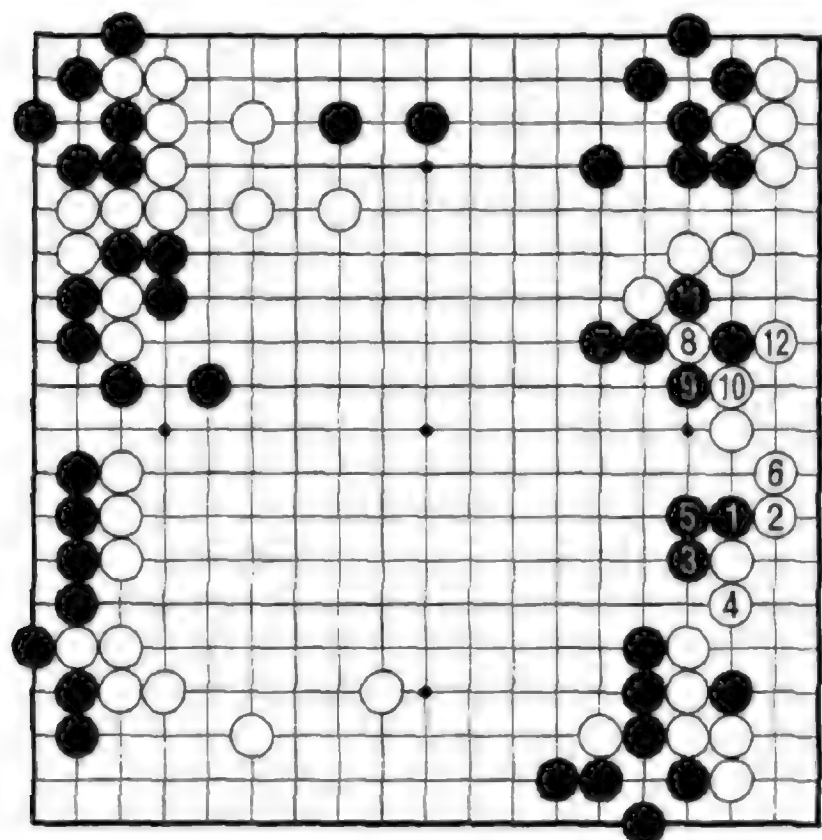


Variation 1



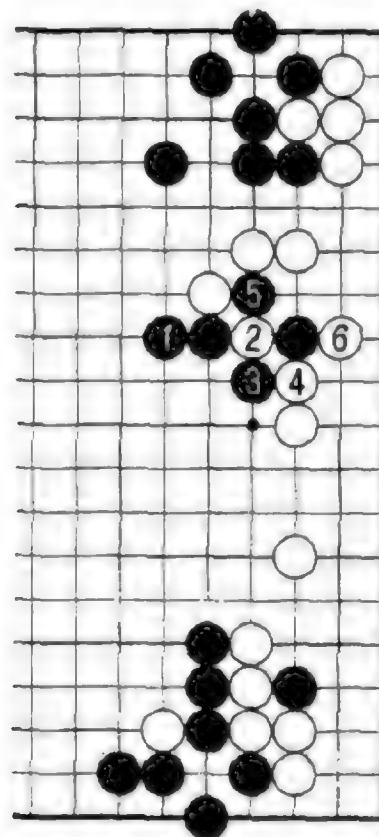
Continuation

If White stands with 1 in *Variation 1*, Black can think of the marked stone as a probe and simply descend to 2. If White A, Black B. Black can also aim at C; White's stones in the upper right corner would then have only one eye. Black 2 is also related to the aji of the marked stone. In summary, Black's stones are quite resilient. For example, White might press with 1 and 3 in the *Continuation* diagram, then make shape with 5. Black, however, will play 6 and his stones on the right are now secure.

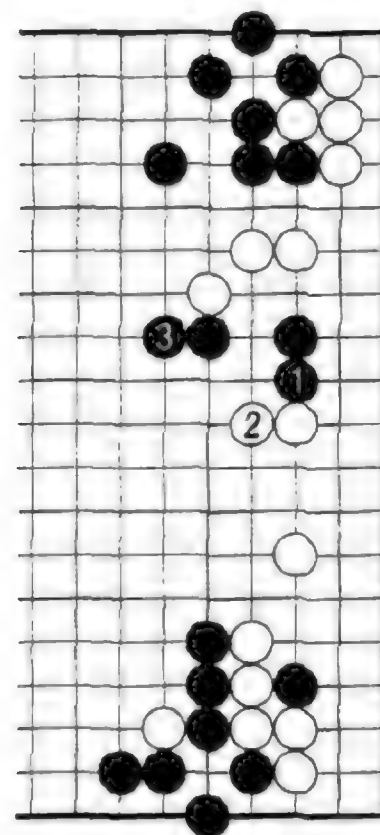


Variation 2

What happens if White hanes at 2 in *Variation 2*? White will force with 3, then connect with 5. After White extends to 6, Black will extend to 7, and White must secure his stones on the right side with the sequence to 12. As a result, all of Black's stones are safe and he has built a thick wall on the right while ending in sente.



Wrong Answer 1

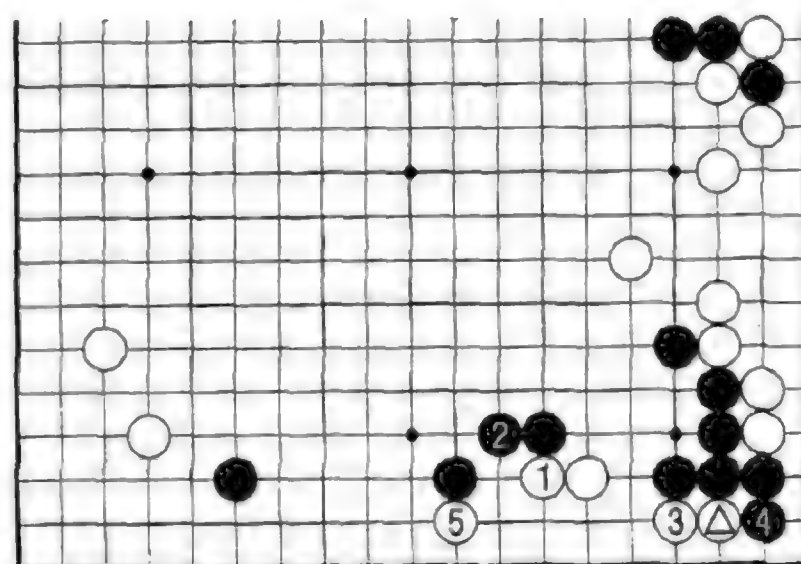


Wrong Answer 2

Simply extending to 1 in *Wrong Answer 1* will lead to the sequence to 6. White's position along the entire right side is secure, but Black's stones have yet to acquire a base.

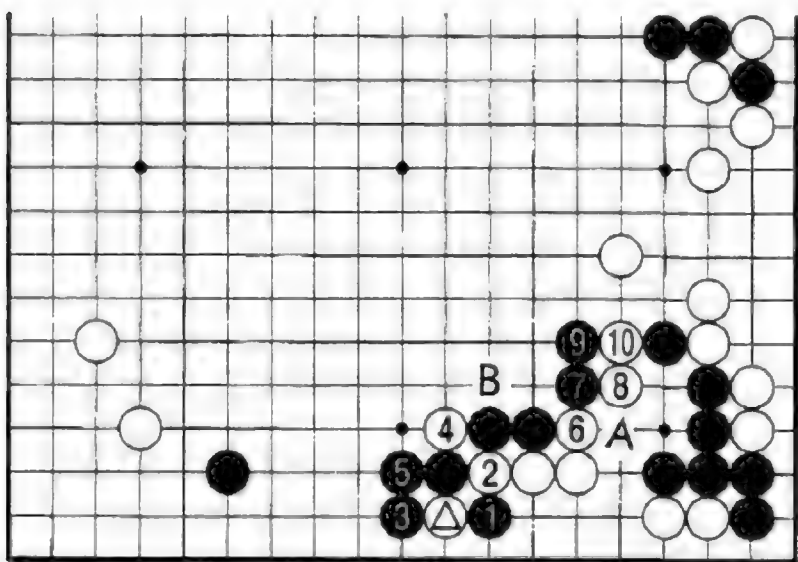
Bumping against the white stone with 1 induces White to stand at 2, thereby securing his stones on the lower right side. Black extends to 3, but his stones have yet to secure a base.

Problem 4



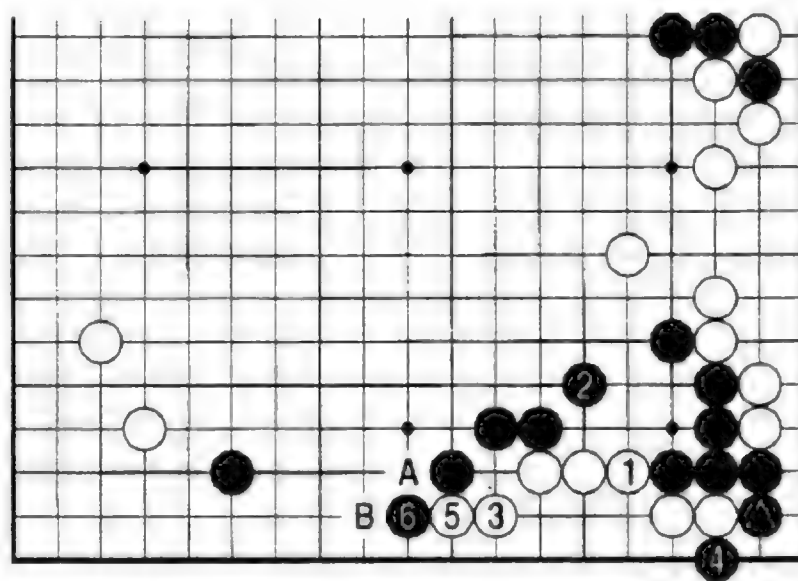
Correct Answer

Because of the aji of the marked white stone, Black can live. After playing 1 and 3, White 5 is the tesuji. Next —



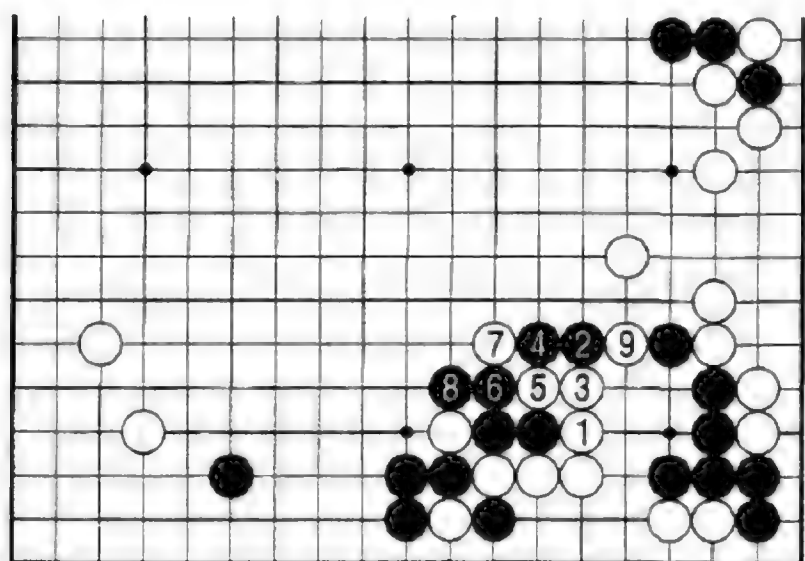
Continuation 1

Black might capture the marked stones with 1 and 3; White can break out with the sequence to 10. If Black cuts at A, White can capture some black stones in a ladder starting with B.



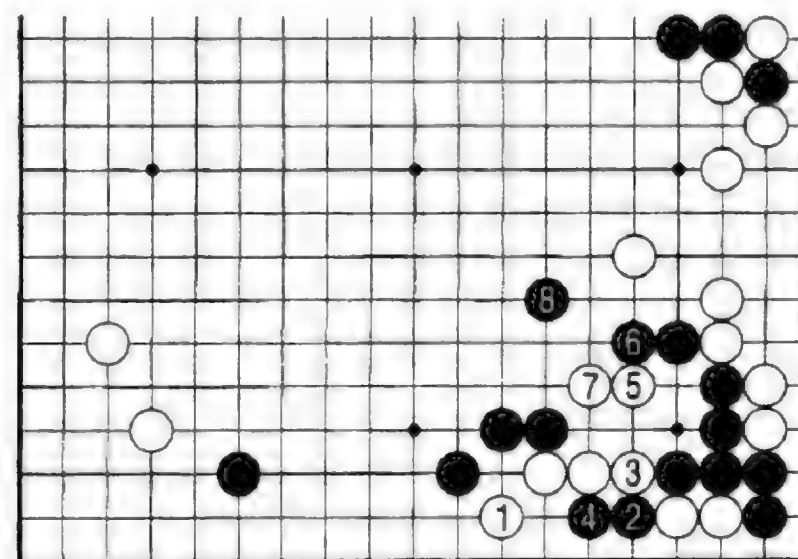
Wrong Answer 1

If White plays 1 and 3, White's stones are dead after Black blocks with 6. If White A, Black extends to B; if White B, Black A.



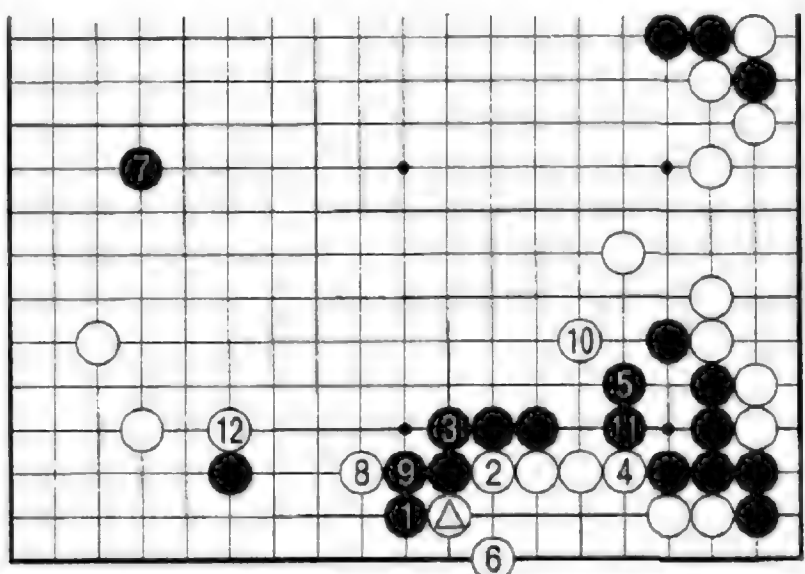
Continuation 2

Instead of 7 in *Continuation 1*, Black might try to confine White by jumping to 2, but White easily breaks out with the sequence to 9.



Wrong Answer 2

White 1 here also fails. After Black 4, White can't make eyes at the bottom. If he tries to run away with 5 and 7, Black 8 blocks White's escape route into the center.



Variation

If Black hanes against the marked stone from the outside with 1, White can live at the bottom with the sequence to 6. White might switch to the left side with 7, but White takes the initiative at the bottom with the sequence to 12.

Go World News

Continued from page 46

25th Meijin League (1999–2000) (as of 31 July 2000)

Title-holder: Cho Chikun

Player/Opponent	Y.N.	K.K.	R.S.	O.R.	K.M.	T.M.	O.M.	I.Y.	H.N.	won/lost
1. Yoda Norimoto	---	1	1	0	1	1	0	1		5-2
2. Kobayashi Koichi	0	---	0		1	1	0	0	1	3-4
3. Ryu Shikun	0	1	---	0	0	1	1		0	3-4
4. O Rissei	1		1	---	0	1	0	1	0	4-3
5. Kato Masao	0	0	1	1	---	0		1	0	3-4
6. Takemiya Masaki	0	0	0	0	1	---	0	1	0	2-6
7. O Meien	1	1	0	1		1	---	1	1	6-1
7. Imamura Yoshiaki	0	1		0	0	0	0	---	0	1-6
7. Hane Naoki		0	1	1	1	1	0	1	---	5-2

advance to the second, the winners in which advance to the third. (That means that a low-dan player has to win at least nine games in a row to get through the preliminaries.) Instead, at the Nihon Ki-in the Kisei has four separate preliminary rounds, the winners of which gain places in a final knockout preliminary round. These four preliminaries are as follows: 1- to 4-dan (96 players, two winners); 5- and 6-dan (98, six winners); 7- and 8-dan (83, seven winners); 9-dan (68, nine winners). The above 24 players all go into the final knockout round, where they are joined by eight Kansai Ki-in players. The Kansai Ki-in has adopted a completely different system, with all its 106 players competing in one tournament regardless of rank; next year they plan to split the players up into four groups based on this year's results; the system will then be further modified the following year, ending up with five groups in the 28th Kisei tournament. To be honest, the Kansai Ki-in system is so complicated that it's hard to visualize from a written description just how it will work. There seems to be something about the Japanese mind that hates the idea of a straightforward tournament system that can be described in one sentence. However, one Kansai Ki-in innovation is worth mentioning: in the first of the groups (that is, rounds), there will be no game fees and entry will be voluntary.

The 32 finalists compete for 11 places in the two six-player leagues (one place is

reserved for the loser of the previous title match). There have been mini-leagues before (for example, a five-player league for the first four terms of the Gosei title), but this is the first appearance of a double league in a newspaper tournament in Japan.

An unusual feature of the Kisei leagues is that there is no play-off in case of a tie for first — the higher-ranked player takes precedence. The players are ranked according to their official ranking on the day the league composition is decided: title holders first, former title holders next, then by dan (seniority decides precedence for players of the same dan).

Finally, the challenger is decided by a one-game play-off between the league winners.

O Meien takes sole lead in Meijin league

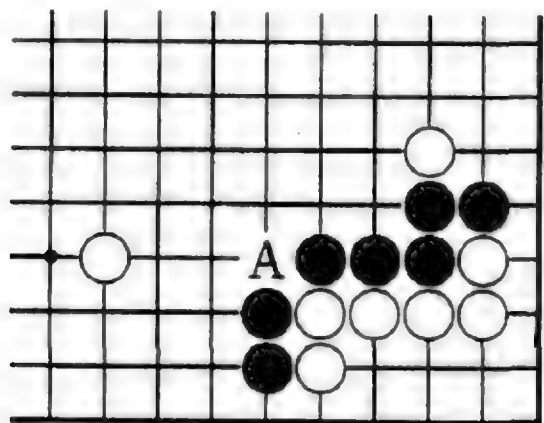
O Meien is enjoying the best form of his career. After seven rounds, he has taken the sole lead in the Meijin league and just needs to beat Kato Masao in the final round to become the challenger to Cho Meijin. If O stumbles, there will be a play-off with the winner of the Hane–Yoda game.

There were two key games that were decisive in the later rounds. In one, played on 15 June, O Meien defeated Hane Naoki, so the latter suffered his second loss and dropped back to 4-2. (Even so, Hane won his next game, so he had made a very

Continued on page 57

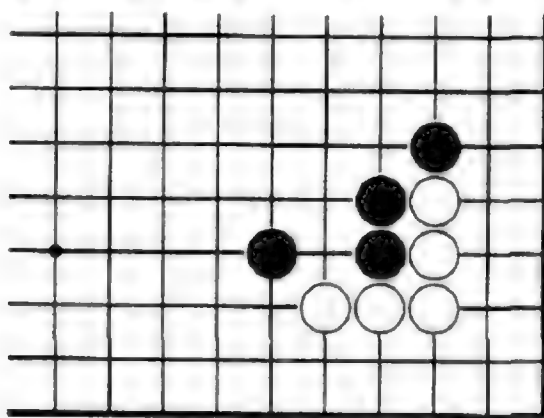
Tesujis for Making Good Shape

Stones that have good shape work efficiently. They also are hard to attack because they have good eye-making potential. Here are some problems requiring you to make a defensive move that will give the black stones good shape.



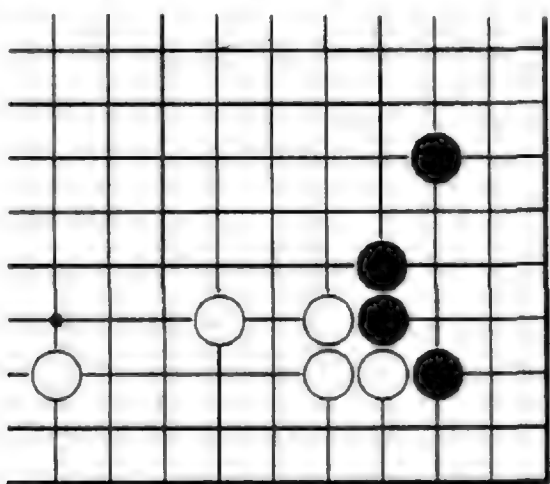
Problem 1

How should Black defend his defect at A?



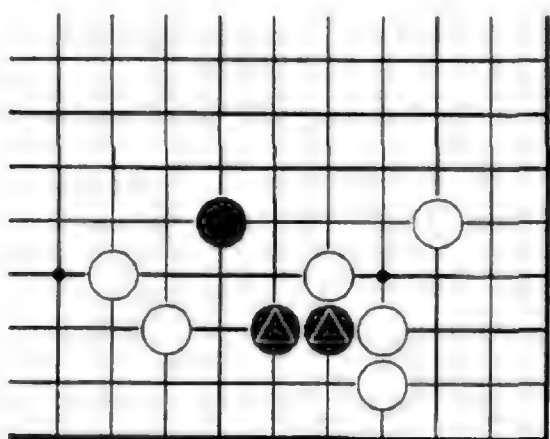
Problem 2

Black's stones are thin and defective. How should Black defend his position?



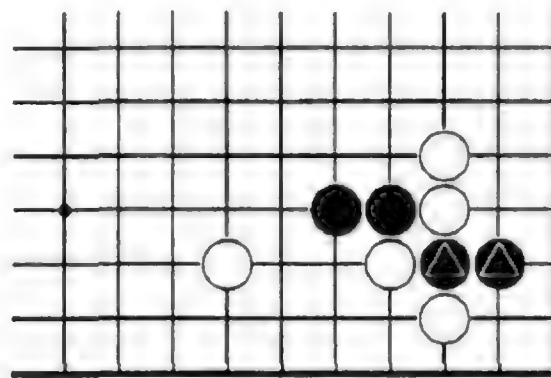
Problem 3

Black needs another move to defend his stones. What is the most efficient move?



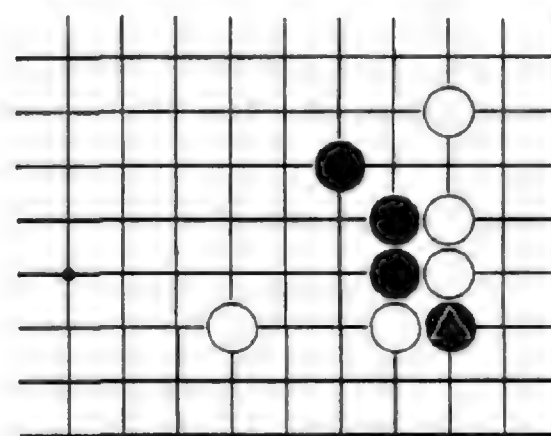
Problem 4

What is the most efficient way for Black to get his marked stones out into the center?



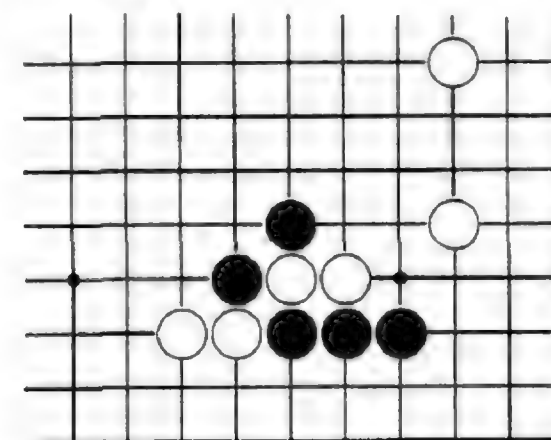
Problem 5

In this position, Black can make good shape by sacrificing his two marked stones.



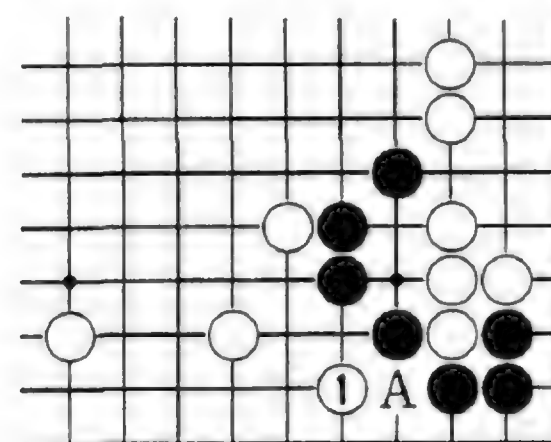
Problem 6 (68)

How can Black utilize his marked stone to make good shape?



Problem 7 (73)

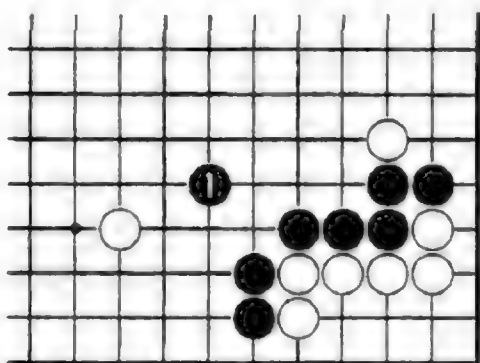
The black stones have to escape. What is the most efficient way for Black to do this?



Problem 8 (79)

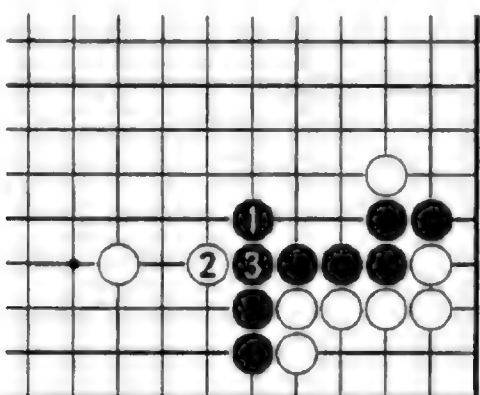
After White 1, Black has to defend his defect at A. What is the best way to do this?

Problem 1



Correct Answer

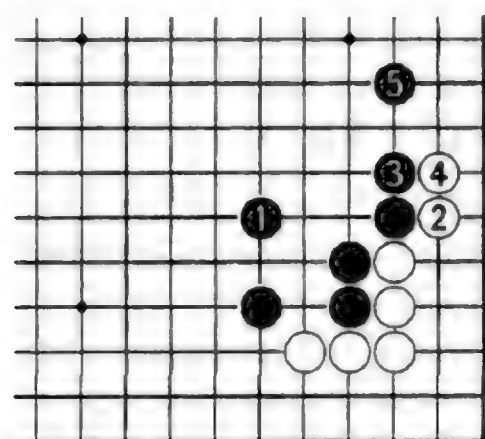
By defending the cutting point with the knight's move of 1, Black not only reaches out to the center, but also secures his stones and denies White a good attack against them.



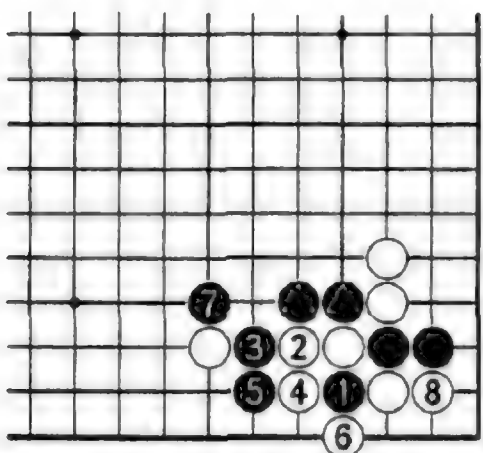
Failure

Connecting at 1 leaves Black with the bad shape of an empty triangle after White exchanges 2 for 3. If Black 1 at 2, White peeps at 1.

Problem 2

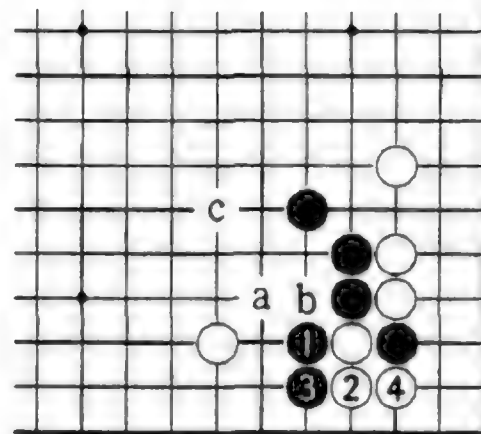


Problem 5



Correct Answer

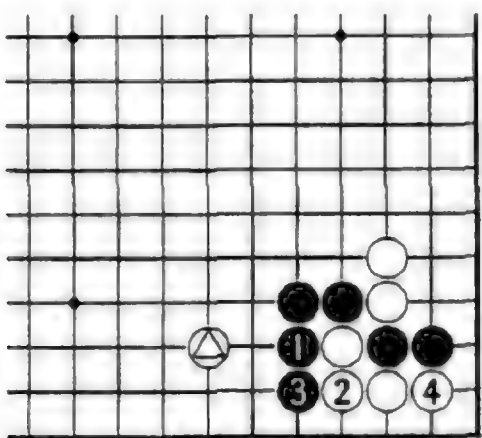
Black should atari with 1, then sacrifice all his stones in the corner with the ataris of 3 and 5. After White captures with 6, Black quells the white stone with 7. White ends in gote, since he has to defend the corner with 8.



Wrong Answer

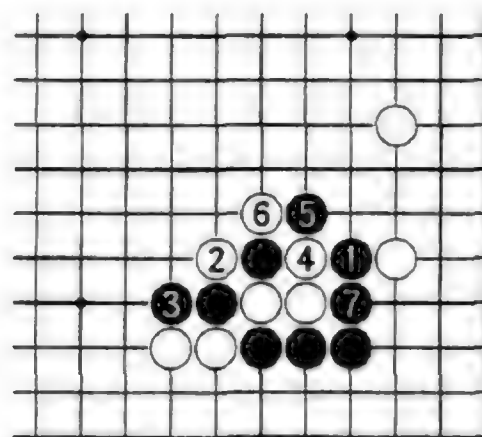
Black 3 erases the aji in the corner. Black is left with no convincing follow-up, but White is threatening the attack of White 'a'—Black 'b'—White 'c'.

Problem 7



Wrong Answer

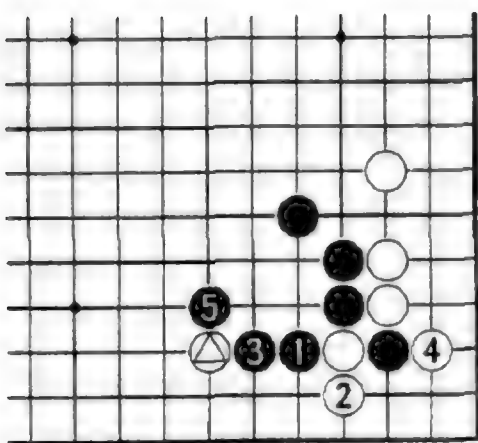
Black 1 and 3 also force White to capture the corner in gote, but these moves have failed to quell the marked white stone.



Correct Answer

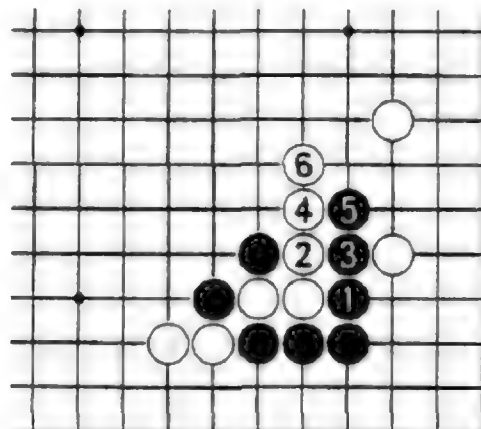
Attaching with Black 1 is the tesuji. White will exchange 2 for 3, then break out of Black's net with 4. But Black squeezes with 5 and 7. Black has taken the initiative on the right side and he still has threats against the white stones in the center.

Problem 6



Correct Answer

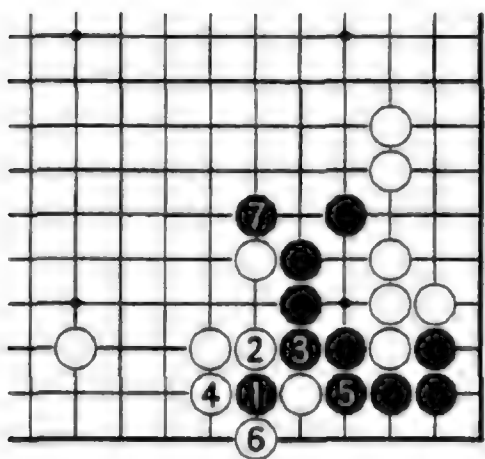
Black first ataris with 1, then bumps against the marked stone with 3. This last move threatens the two white stones, so White must defend with 4. Finally, Black quells the marked stone with 5 and ends with good shape in the center.



Wrong Answer

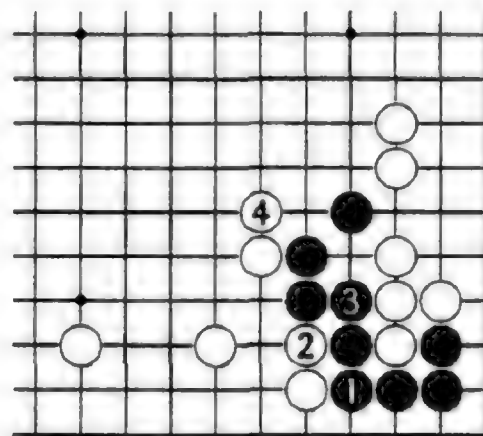
Pushing out with the sequence to 5 is too direct. Even though the white stones on the right side have been weakened, Black is still confined to the corner and White ends up with a thick wall facing the center.

Problem 8



Correct Answer

The attachment of Black 1 is a skillful sacrifice tesuji. White is forced to capture this stone with 2 and 4, so Black can connect at 5 in sente. He can now use this sente to make shape in the center with 7.



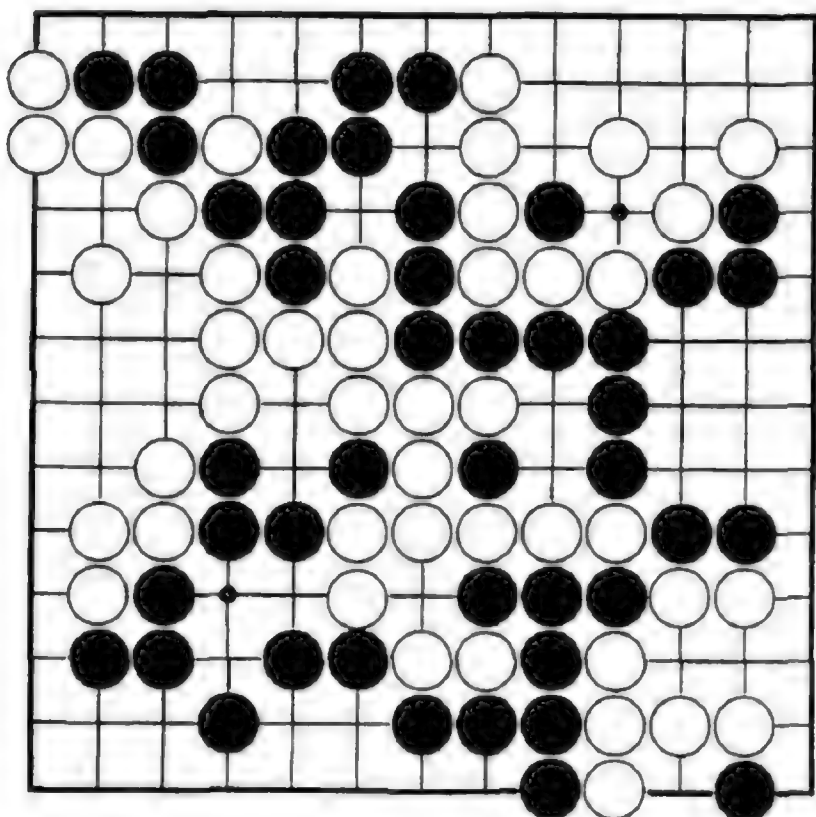
Wrong Answer

If Black simply connects with 1, White exchanges 2 for 3, then extends to 4. The black stones are in big trouble.

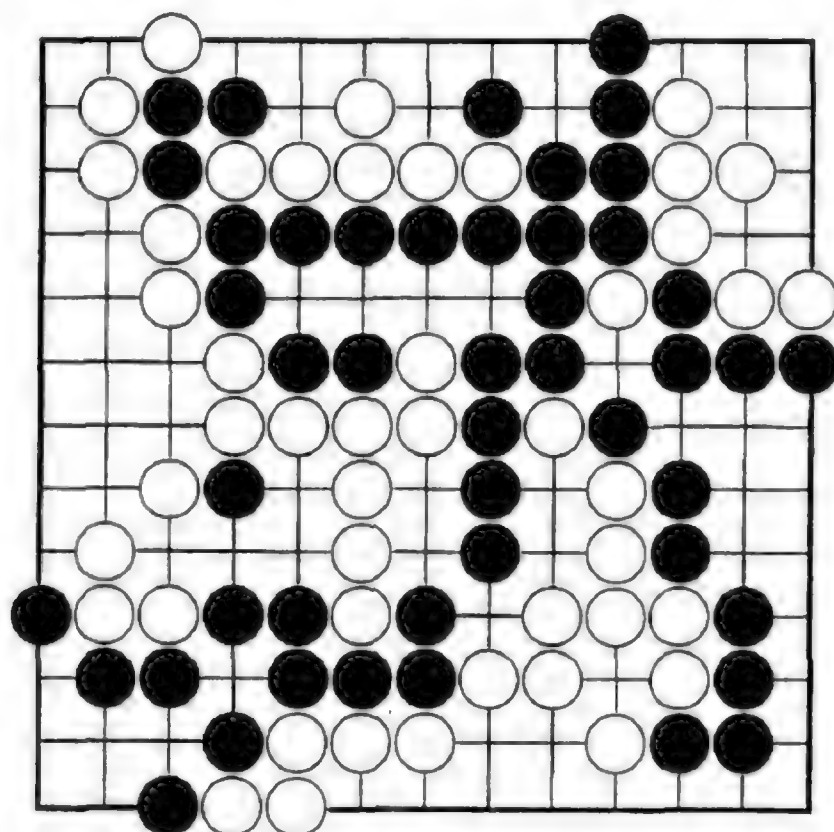
Two Endgame Problems

In the following two problems, you are asked to find the best moves for both Black and White. Determine which side wins and by how much. No prisoners have been taken. What may seem like the biggest move may not be the correct one. There are a number of tesujis and sente-gote relationships that must be considered.

The answers, beginning on page 59, start with an amateur playing these positions with black against a professional. We then show a professional playing black in these positions against another professional.



Problem 1. Black to play



Problem 2. Black to Play

Go World News

Continued from page 52

creditable debut. His father, Uzumasa 9-dan, will be proud of him, as he has won one more game than he did in his three appearances in the league.)

The other crucial game was played on 13 July. O Rissei beat Yoda Norimoto, giving O Meien the sole lead. Some go writers felt that Yoda had been staking everything on the Meijin league this year, after setbacks in other tournaments. If so, this loss must have been quite a blow.

Cho Chikun reaches Oza play-off, Tengen semifinals

Go writers are speculating that Cho Chikun may be trying harder in the lesser open titles now that he has lost two titles in his Triple Crown. His results would seem to bear this out. He is the first player to reach the final of the 48th Oza tournament, where his opponent will be the winner of the semi-final between Yoda Norimoto and Kudo Norio.

In the 26th Tengen tournament, Cho has reached the semifinals. The pairings are Cho Chikun vs. Ryu Shikun and Cho Sonjin vs. Rin Kaiho.

The chances must be good that Cho Chikun will challenge for one of these titles.

Promotions

Below are listed some of the players who have won promotions in the first session of the 2000 Oteai. Yamada's promotion to 8-dan removes one of two 'anomalies' at the Nihon Ki-in: former title holders who seemed stuck at 7-dan. We are still waiting on Ryu Shikun to earn promotion (he has been 7-dan since 1996).

To 9-dan: Ishikura Noboru, Yo Kagen

To 8-dan: Yamada Kimio, Hane Naoki, Izumitani Hideo

To 7-dan: Enda Yoichi, Nakane Naoyuki, Sato Takatsugu, Takao Shinji, Yanaka Katsunori

To 5-dan: Ms. Inori Yoko

To 4-dan: Ms. Umezawa Yukai

To 3-dan: Takemiya Yoko

Amateur 8-dan diplomas started

The Nihon Ki-in has decided to institute 8-dan diplomas for amateurs, with the qualification being three or more victories in three amateur tournaments that are conducted on a nationwide scale. The tournaments are the WAGC qualifying tournament, the Amateur Honinbo, and the Amateur Best Ten.

Based on this criterion, the following players have been awarded 8-dan diplomas:

Kikuchi Yasuro, Harada Minoru, Hiraoka Satoshi, Hirata Hironori, Imamura Fumiaki, Miura Hiroshi, Nakazono Seizo, and Sakai Hideyuki.

No one can argue with amateur 8-dan rankings for these players, all of whom are of professional strength and who could easily give the average amateur 5-dan three stones. However, it's easy to see what is next. Something over two decades have passed since amateur 7-dan diplomas were instituted, so in another couple of decades we can expect to see the debut of amateur 9-dan diplomas, making the amateur dan system exactly parallel to the professional one. Would the next step then be an amateur Judan tournament?

Quadruple ko

A game in the Kisei tournament played at the Kansai Ki-in on 6 April between Doi Makoto 8-dan of the Nihon Ki-in and Hasegawa Sunao 9-dan of the Kansai Ki-in ended in 'no contest' because of a quadruple ko. This is the first time in five years that a quadruple ko has occurred in professional play in Japan. The game was replayed, with Hasegawa winning, but the players got only half the usual game fee.

IGS 'Super Fast Go' tournament

The Japanese server for IGS, PandaNet, is sponsoring the first online professional tournament in Japan, to be held from July to October. First prize is ¥300,000, not a large prize, but professionals can play at home on the weekend. Two title holders, O Rissei and Kobayashi, are participating, along with 22 other professionals, including Michael Redmond.

The time allowance is one minute, fol-

lowed by 25 moves every five minutes. Play will be anonymous (under players' online ID), but IGS subscribers should be able to spectate.

Obituary: Kaji Kazutame

Kaji Kazutame, a retired player at the Nihon Ki-in, died of heart failure on 21 May at the age of 78. Born on 3 January 1922 in Tokyo, Kaji was a disciple of Kitani Minoru 9-dan. He became 1-dan in 1941 and reached 8-dan in 1979. He was promoted to 9-dan after his retirement on 31 March this year. Kaji's daughter is married to Takemiya Masaki.

News from Korea

Lee Se-dol wins 32 games in a row

Lee Se-dol 3-dan, one of the leading stars of the (would-be) post-Lee Chang-ho generation, has caused a stir by winning 32 games in a row. However, this puts him in only third place in the Korean record books, after Lee Chang-ho's 41 and Kim In's 40. He just beat Cho Hun-hyun's 31.

The player who put an end to the 17-year-old Lee's run was another teenager, Cho Han-sung 3-dan, who is also 17 and who became a shodan at the same time as Lee. Cho seems to be Lee's nemesis, as he also put a stop to a ten-game winning streak by Lee last year.

Lee Se-dol leads Wang-wi league

After five rounds, Lee Se-dol has the lead in the eight-player Wang-wi league, having won all of his games. He is followed by Seo Bong-soo on 4-1 and Yoo Chang-hyuk and Cho Hun-hyun on 3-2. Lee still has to play Seo and Yoo. The title holder is Lee Chang-ho.

News from China

Ma takes top place in rating system

Chang Hao has finally been bumped out of first place in the Chinese ranking system after three years at the top. Actually, Chang

dropped to second place in the rating list issued at the beginning of the year, then to third place in the latest list (dated 30 April) given below. His loss of the Qisheng title (see below) probably had something to do with it.

Other points of interest: Kong Jie, one of two teenagers who have been starring in recent international tournaments, has made the top ten, and the great veteran Nie Weiping is close to regaining a place in the top ten.

1. Ma Xiaochun: 2713
2. Zhou Heyang: 2685
3. Chang Hao: 2681
4. Yu Bin: 2657
5. Luo Xienhe: 2656
6. Wang Lei: 2646
7. Shao Weigang: 2645
8. Liu Xiaoguang: 2614
9. Ding Wei: 2613
10. Kong Jie: 2605
11. Nie Weiping: 2580

Chang defends Lebaishi Cup

In our previous issue, we reported that Chang had taken a 2-1 lead over the challenger, Ma Xiaochun, in the 3rd Lebaishi Cup. Chang went on to win the fourth game, held on 7 June (playing white, he forced Ma to resign), so he has now won this title three years in a row. Maybe this will help him to recover some lost ground in the rating system.

Zhou wins Qisheng title

Zhou Heyang 9-dan defeated Chang Hao by the surprisingly lopsided score of 4-0 to win the 2nd Qisheng (= Kisei) title. The first three games were played in Beijing between 15 and 23 April. Zhou then wrapped up the title by winning the fourth game, played in Ningbo on 22 May.

Ma wins Four Strongest Players

This TV fast-play tournament was held in Harbin on 17 and 18 April. In the first round, Ma Xiaochun beat Nie Weiping and Chang Hao beat Wang Lei. In the final, Ma prevailed over Chang to take the title.

Answers to the Endgame Problems

Problem 1

1. Amateur against a professional

First of all, we will show how one amateur played this endgame against a professional.

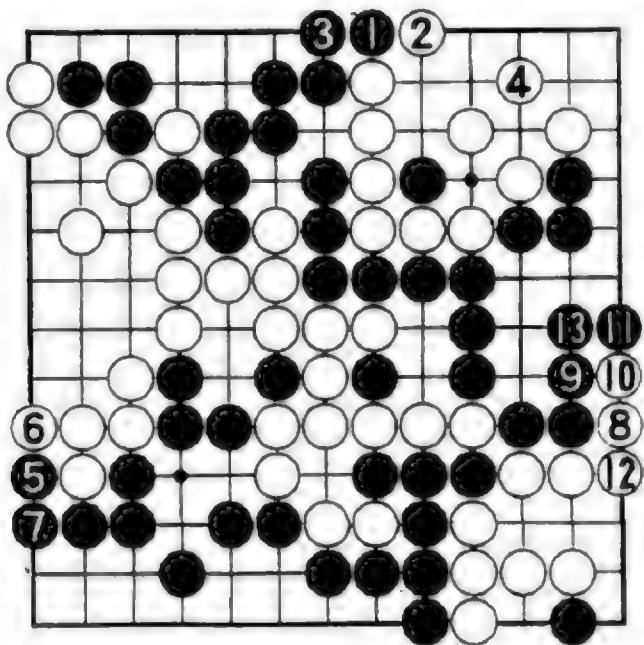


Figure 1 (1-13)

Black first plays 1 and 3 in Figure 1 at the top, ending in sente. He then plays 5 and 7 in the lower right ending in gote. White then plays the sequence from 10 to 12 on the right side. Finally, Black must defend with 13.

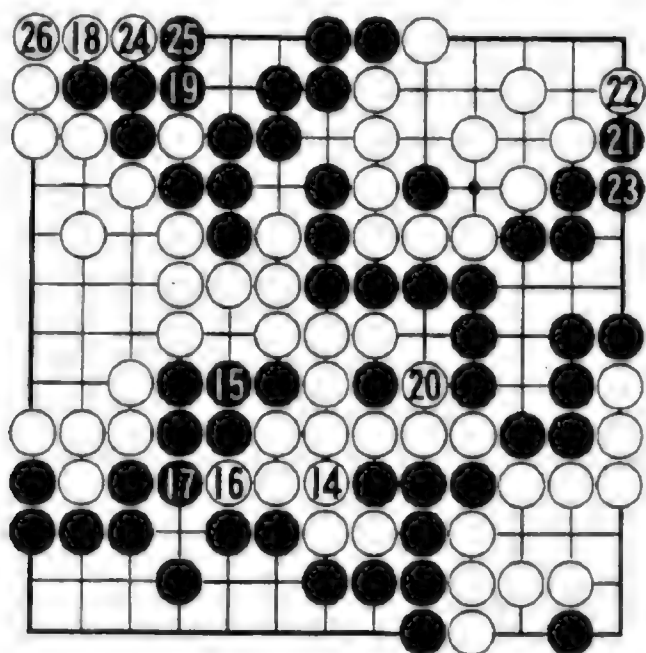


Figure 2 (14-26)

White 14 in Figure 2 is now the biggest move, worth four points. Next, Black plays 15, worth three points. The game ends with White 26 in the top left corner.

Figure 3 shows the position after all the neutral points are filled. Note that stones have been captured at the points marked X.

Black's territory

Right side:	= 6 points
Top left:	= 5 points
Bottom left:	= 14 points
Total:	= 25 points

White's territory

Top right corner:	= 12 points
Bottom right corner:	= 8 points
Left side group:	= 14 points
Total:	= 34 points

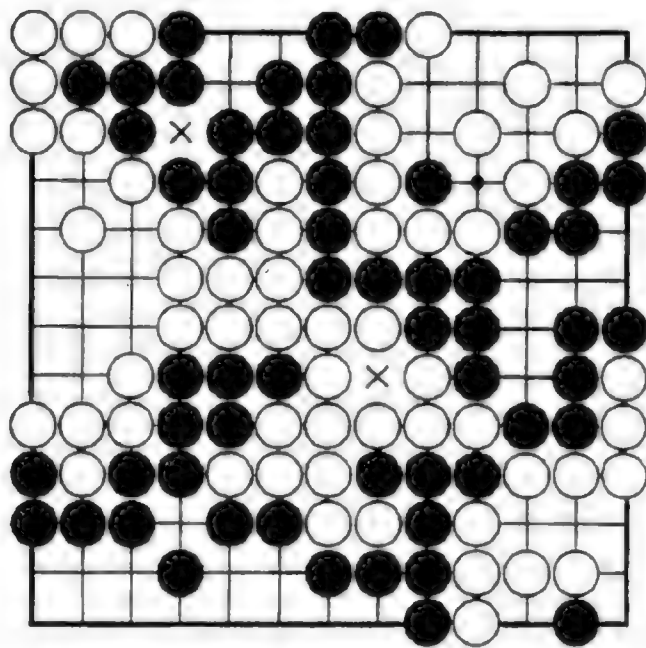


Figure 3: The result
White wins by 9 points.

Professional against a professional

Next, we show how the professional played this endgame for Black with another professional playing White.

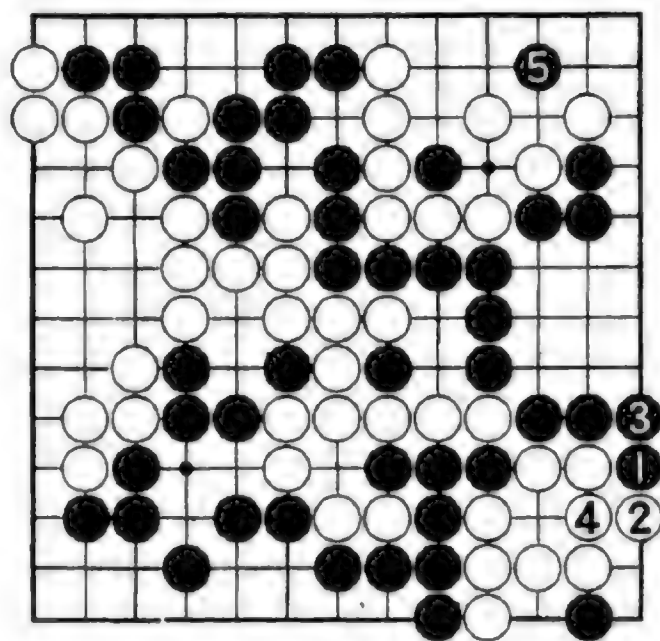
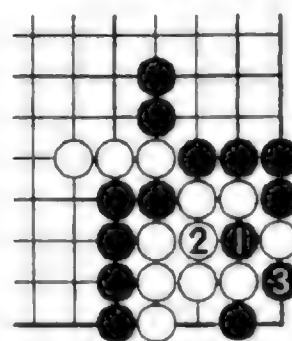


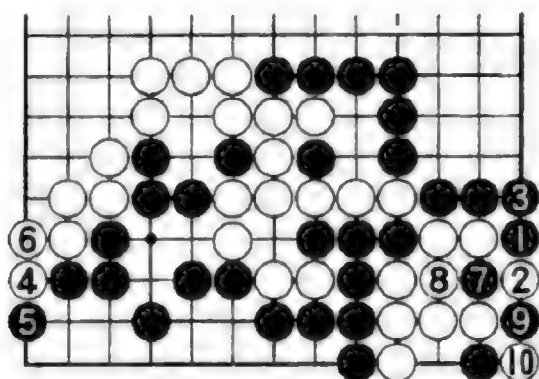
Figure 4 (1-5)

Black starts with the sequence from 1 to 3 in Figure 4. White cannot omit 4, so Black gets sente to play 5 in the top right corner.



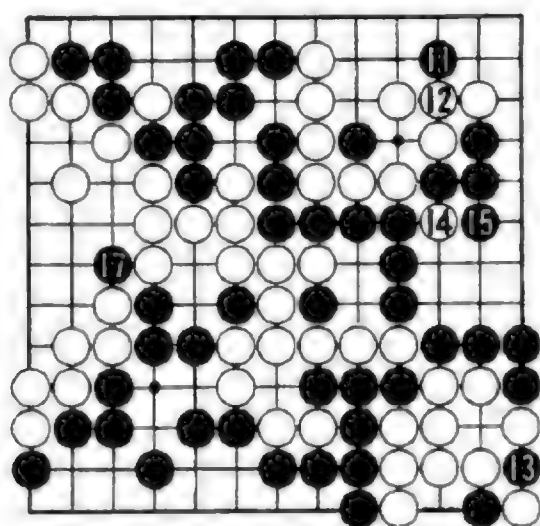
Dia. 1

The reason White can't omit 4 is because of the ko shown in *Dia. 1*. Black can throw in a stone at 1. After White captures with 2, Black starts the ko with 3.



Dia. 2

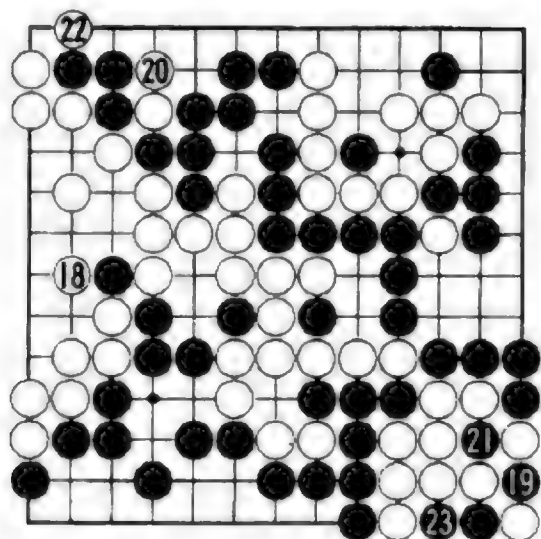
The next three diagrams show how this ko would be played out. After Black connects at 3 in *Dia. 2*, White switches to the lower left corner with 4 and 6. Black starts the ko with 7 and 9, and White captures with 10. Next —



Dia. 3

16: captures below 13

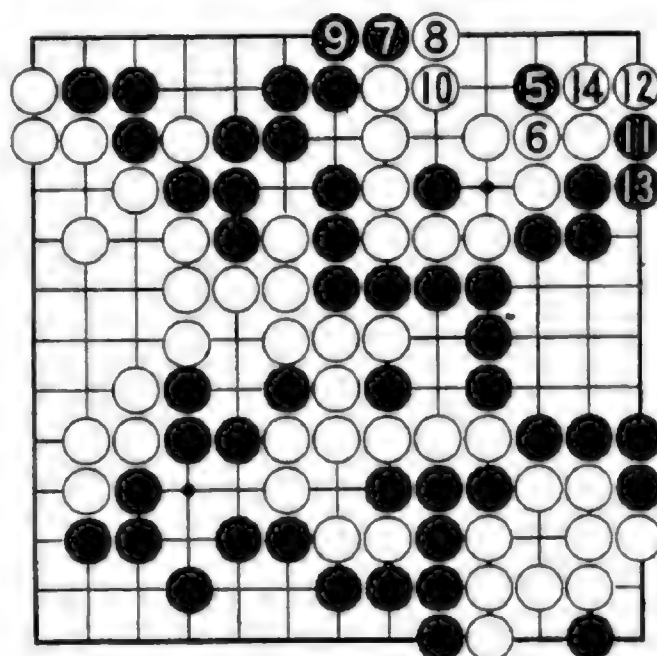
Black makes a ko threat with 11 in *Dia. 3*, then captures the ko with 13. White 14 is answered by 15 and White takes the ko with 16. Black makes another big ko threat at 17, so —

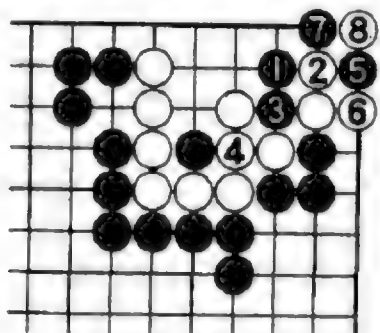


Dia. 4

White must answer with 18 in *Dia. 4*, and Black takes the ko with 19. Black ignores White's ko threat at 20 and captures a stone at 21, putting the whole white group in atari. White catches three black stones with 22, but

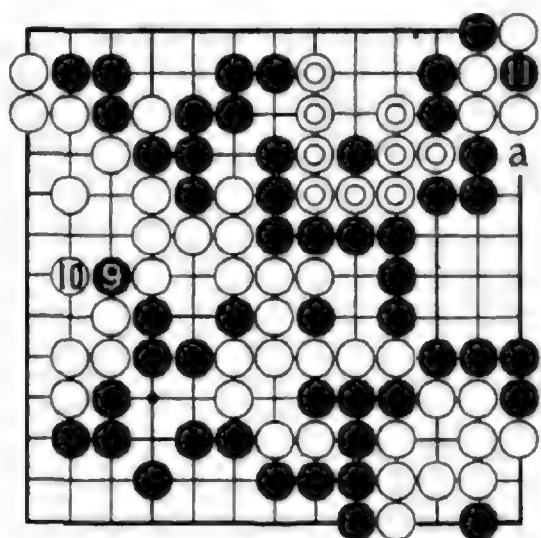
Black captures the remaining eight white stones in the lower right corner. This is a huge loss for White, giving Black victory.





Dia. 9

The sequence leading up to the ko is shown in *Dia. 9*. White captures the ko with 8. Next —



Dia. 10

Black 9 in *Dia. 10* is a big ko threat. White can't ignore it, so he defends with 10. Black takes the ko with 11. White doesn't have a ko threat, so Black will capture the three stones in the corner and now the circled stones can't make two eyes.

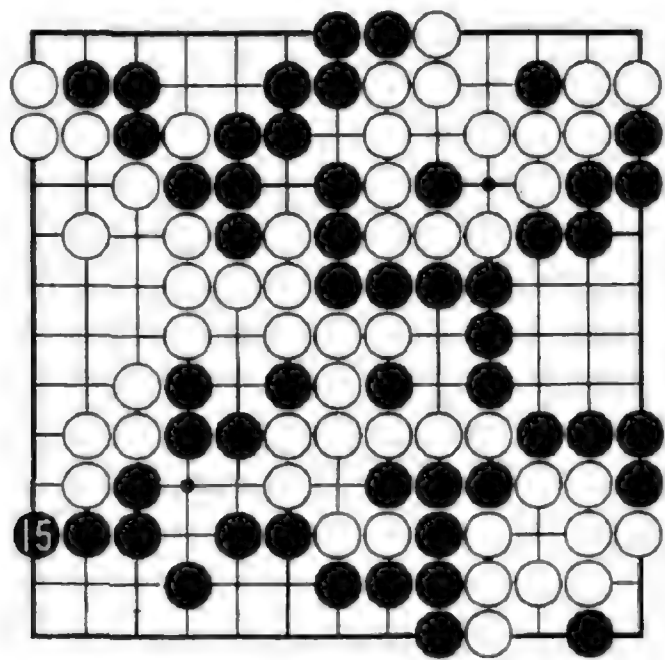


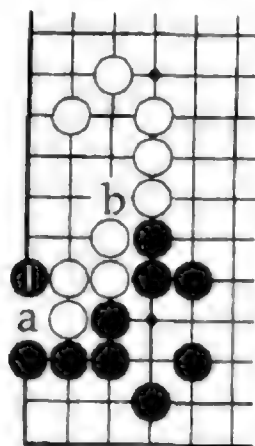
Figure 6 (15)

Black 15 in *Figure 6* is an endgame tesuji. It is gote, but it is worth five points for Black in reverse sente.

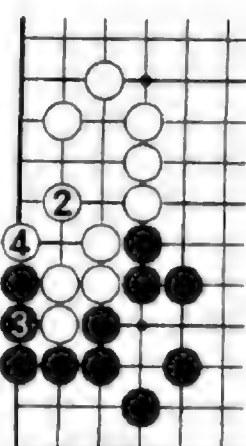
Black is threatening to play 1 in *Dia. 11*. White can't block at 'a' because White will atari at 'b'.

White must defend with 2 in *Dia. 12*. Black connects at 3 and White must defend at 4. If White gets to play 1 and 3 in *Dia. 13*, he deprives Black of two points in the corner and

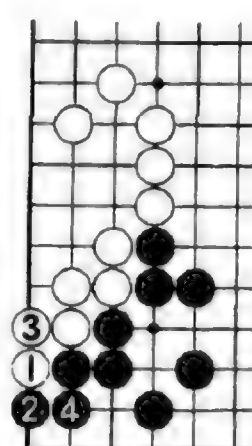
gets three extra points of territory that he did not get in *Dia. 12*.



Dia. 11



Dia. 12



Dia. 13

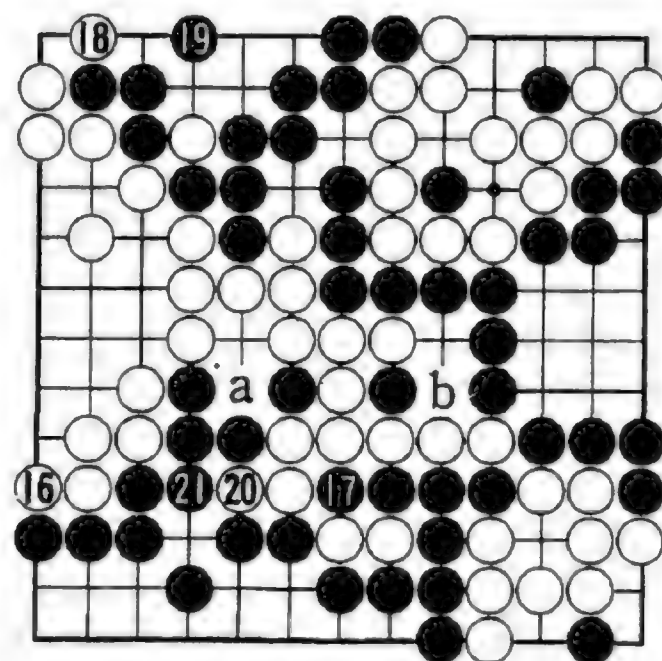
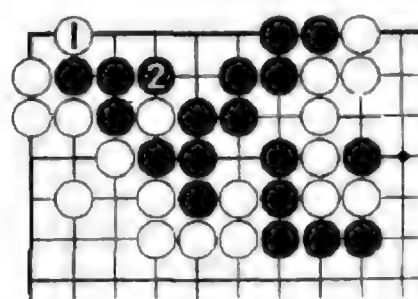


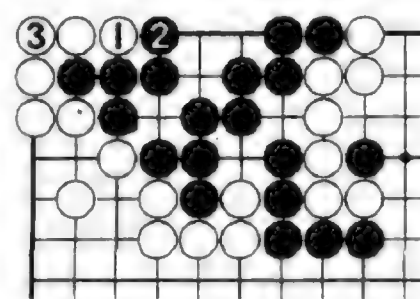
Figure 6 (16-21)

Playing 16 at 17 and saving two stones will make no difference to the final score.

Answering White 18 with Black 19 is a key point.

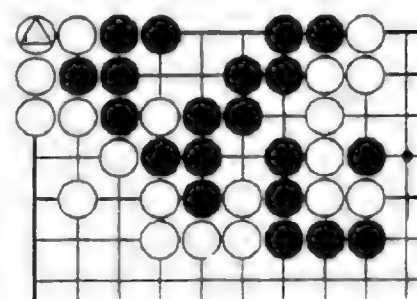


Dia. 14



Dia. 15

If Black answers White 1 by capturing with 2 in *Dia. 14*, White can later get another point by playing at 1 in *Dia. 15*.



Dia. 16

Later, the black and white marked stones in *Dia. 16* will be exchanged. Comparing this diagram with *Dia. 15*, you can see that Black 19 in *Figure 6* is worth one point.

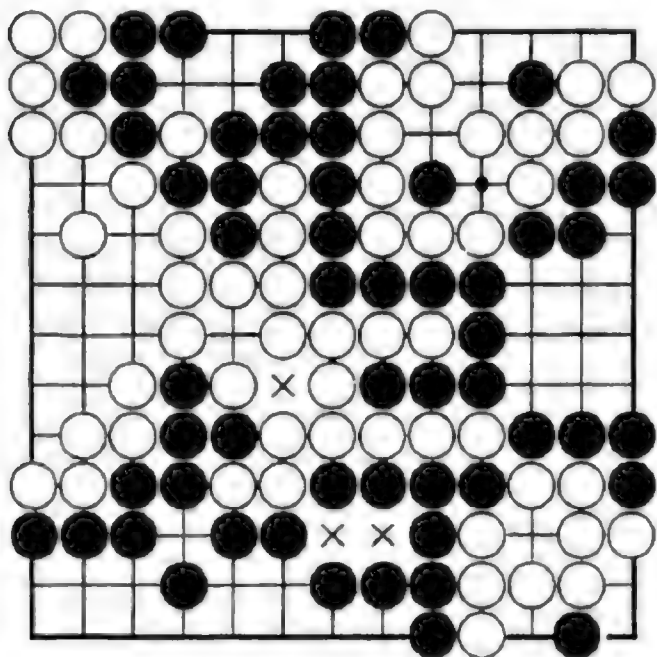
Figure 7 shows the final result after all the neutral points have been filled. Stones have been captured at the points marked X.

Black's territory

Right side: = 10 points
Top left: = 6 points
Bottom left: = 18 points
Total: = 34 points

White's territory

Top right corner: = 11 points
Bottom right corner: = 6 points
Left side group: = 16 points
Total: = 33 points



*Figure 7: The result
Black wins by one point*

Problem 2

1. Amateur against a professional

First of all, we will show how one amateur played this endgame against a professional.

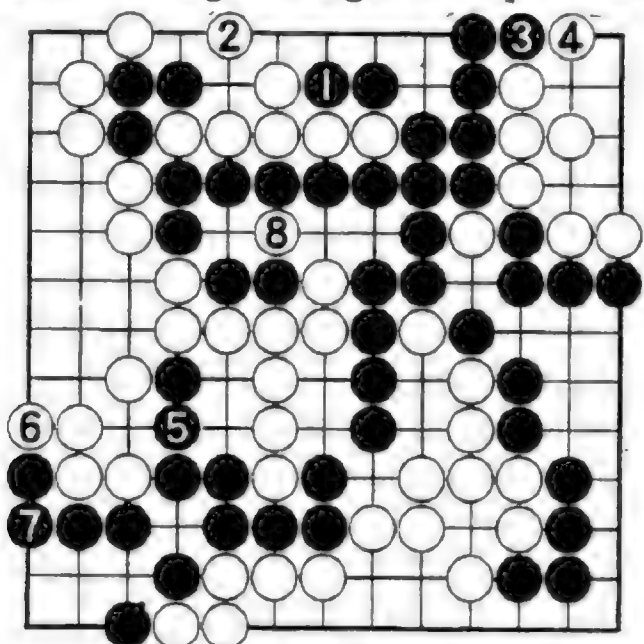


Figure 1 (1-8)

Black first plays two sente points with 1 and 3 in *Figure 1*. He then plays 5, forcing White to defend with 6. But now Black must connect at 7 in gote. Next, White ataris two stones with 8.

Only two-point moves remain. The game ends after White defends with 18.

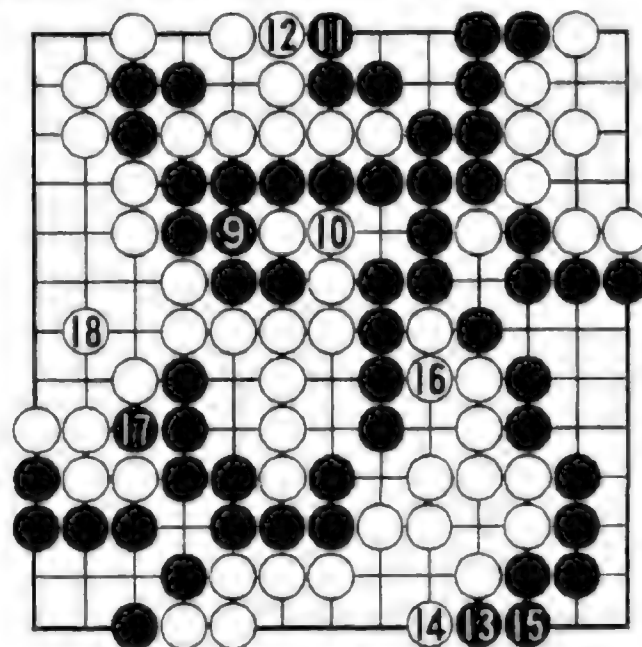


Figure 2 (9-18)

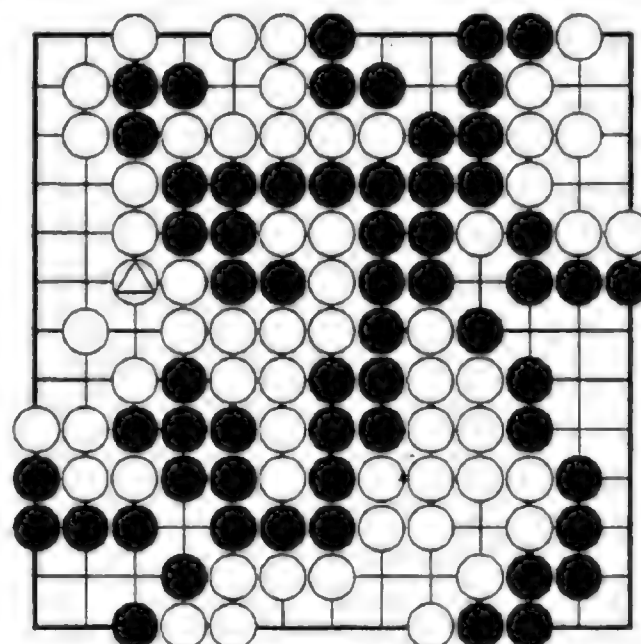
Figure 3 shows the position after all the neutral points are filled. Note that White must defend with the marked stone.

Black's territory

Top left: = 3 points
Right side: = 15 points
Lower left corner: = 6 points
Total: = 24 points

White's territory

Upper right corner: = 6 points
Bottom: = 6 points
Left side: = 22 points
Total: = 34 points



*Figure 3: The result
White wins by ten points.*

Professional against a professional

Next, we show how the professional played this endgame for Black with another professional playing White.

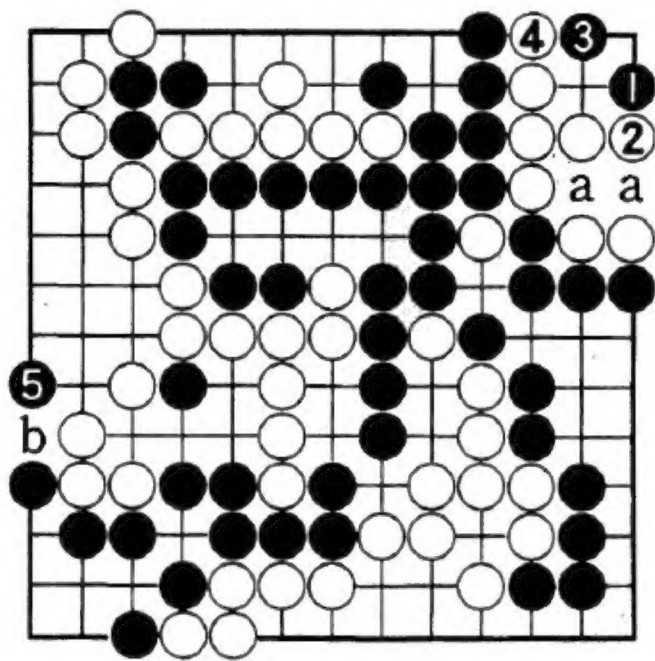
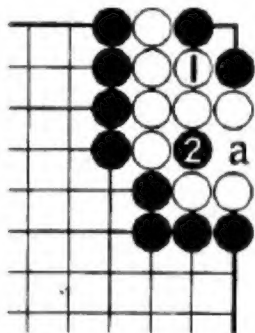
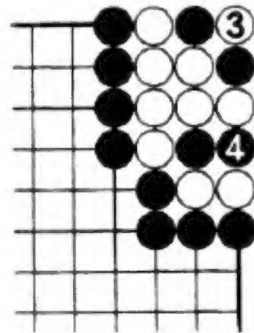


Figure 4 (1-5)

Black first plays 1 and 3 in *Figure 4*, turning the upper right corner into a seki. White can capture the two black stones in the corner by playing 1 in *Dia. 1*, but Black will atari two stones with 2. White then captures two stones with 3 in *Dia. 2* and Black captures two stones with 4. White has gained nothing. Either way, White's corner is worth zero points.

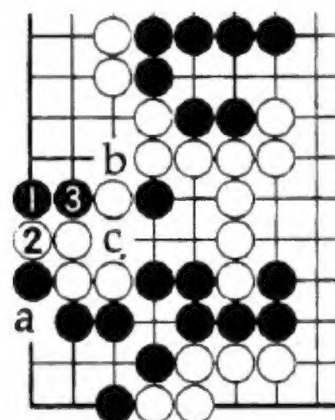


Dia. 1



Dia. 2

Black must not needlessly atari at one of the points 'a' in *Figure 4*. If he does, White will capture that stone and gain a point.



Dia. 3

After White 4 in *Figure 4*, the placement of Black 5 is a tesuji. White cannot block at 'b'. If he plays 2 in *Dia. 3*, Black will atari at 3. If White captures at 'a', Black 'b'—White 'c', and White suffers a huge loss.

White must defend at 6 in *Figure 5*, and Black ends in sente after the sequence to 10.

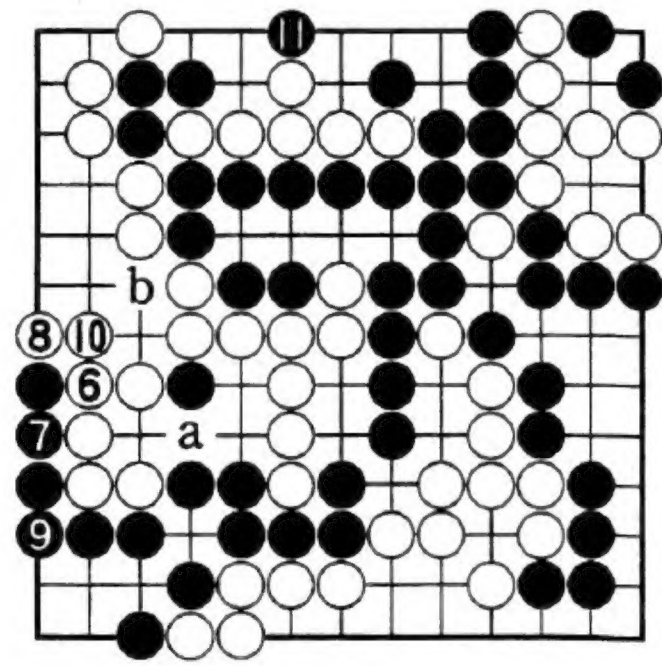
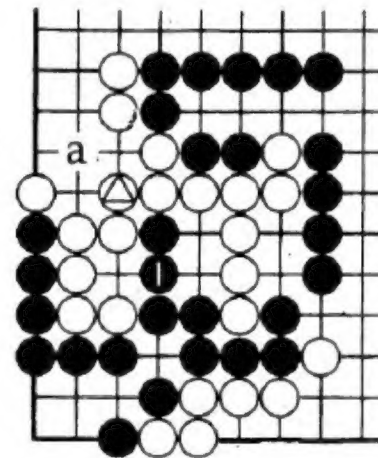
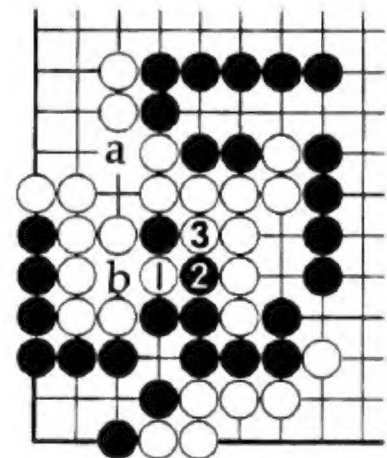


Figure 5 (6-11)

You should note that if Black eventually connects at 'a', White will have to connect at 'b'. Moreover, playing 10 at the marked stone in *Dia. 4* does not relieve White of the burden of playing another stone because the peep of Black 'a' will capture the stone on the first line.



Dia. 4



Dia. 5

White 1 in *Dia. 5*, is worth four points: two points for the stone captured with White 3 plus the two points at 'a' and 'b'.

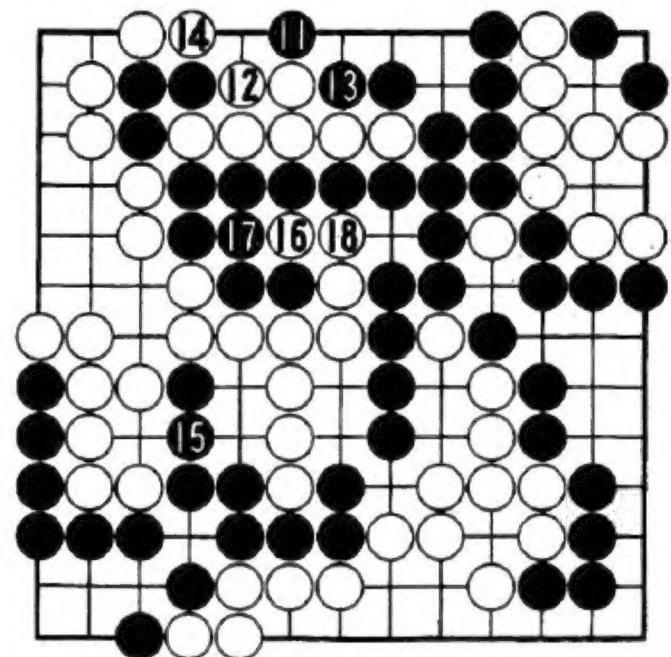
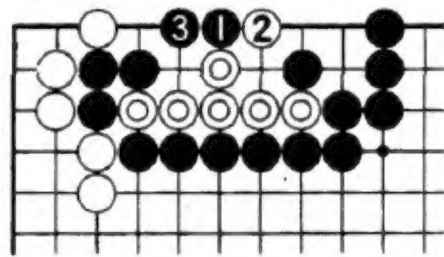


Figure 5 (11-18)

Black next attaches at 11 in *Figure 5*. White cannot atari at 2 in *Dia. 6* because when Black draws back with 3, the circled white stones will be captured.



Dia. 6

White is forced to capture three black stones with 12 and 14. Black then returns to the lower left and plays 15.

The next biggest moves are White 16 and 18, worth three points in gote.

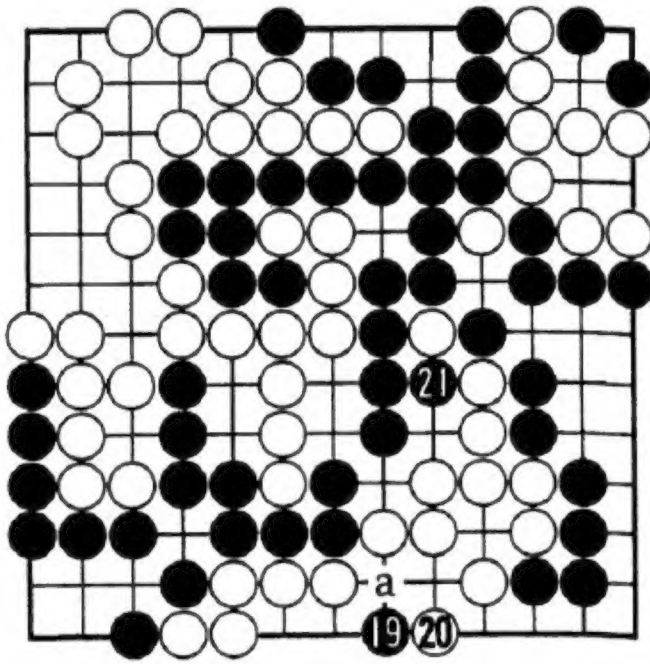
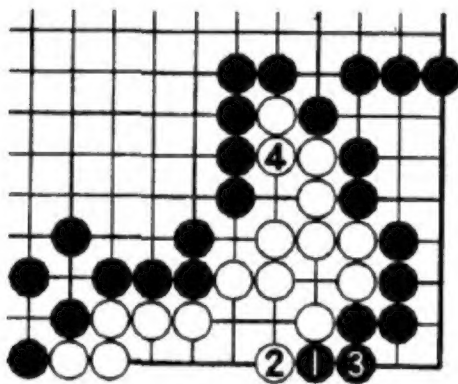
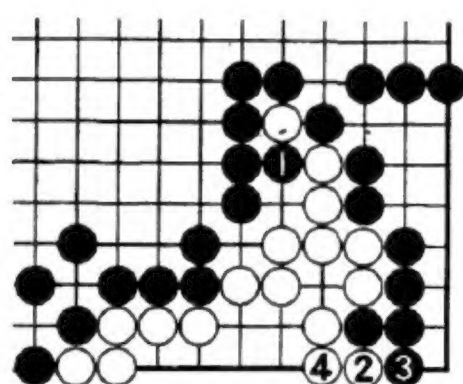


Figure 6 (19-24)

Black 19 is a brilliant endgame move. The timing is exquisite as well.

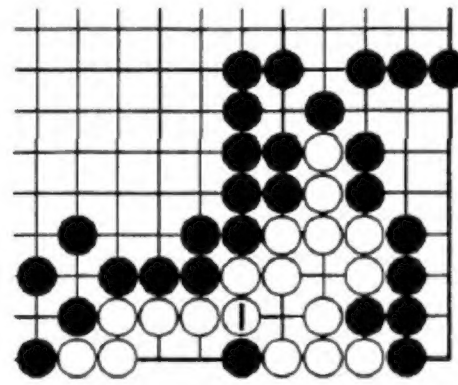


Dia. 7

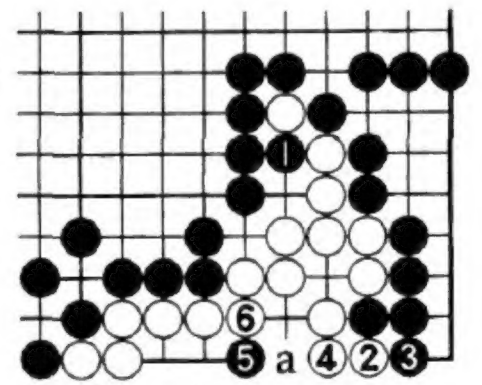


Dia. 8

Note that Black 1 and 3 are worth two points while White 4 is worth two points as well. Of course, Black can capture at 1 in Dia. 8 and let White play 2 and 4. Thinking this way, Dia. 7 and 8 are equivalent, but by playing 19 in Figure 6 first and forcing White to answer with 20, White will also have to play another move at 'a' after all the liberties are filled. Therefore, this move is worth one point.



Dia. 9



Dia. 10

Dias. 9 and 10 should make this clear. The two white liberties are filled with the circled stones. If White omits 1, Black will play there himself and White's stones die.

If Black simply capture with 1 in Dia. 10, after White 2 and 4, Black 5 forces White to answer at 6, but White now has an extra point at 'a' that he doesn't have in the game.

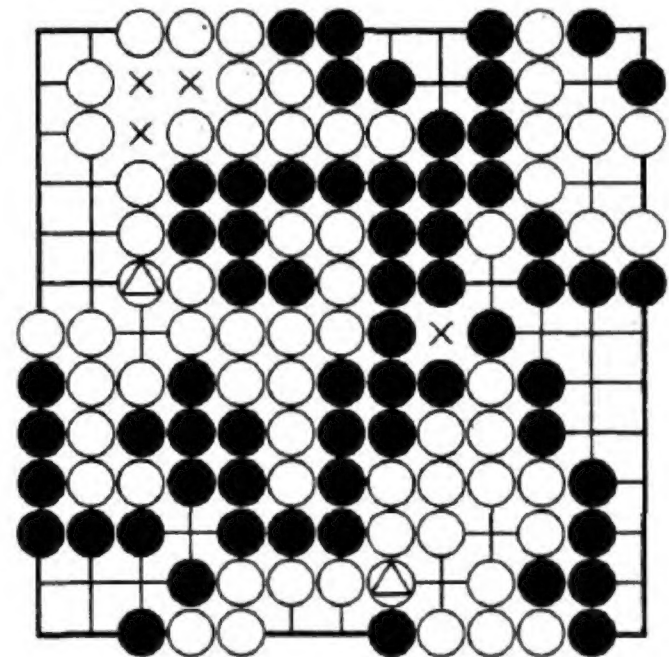


Figure 7: The result
Black wins by two points

Figure 7 shows the final result after all the neutral points have been filled in. Stones have been captured at the points marked X. White had to defend at the marked stone.

Black's territory

Top:	= 3 points
Right side:	= 16 points
Bottom left corner:	= 6 points
Total:	= 25 points

White's territory

Bottom:	= 6 points
Upper left side:	= 17 points
Total:	= 23 points

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